PRIMA® OFFICIAL GAME GUIDE

Covers STARTER KIT and both the TRIALS OF OBI-WAN and RAGE OF THE WOOKIEES Expansions

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What's In This Guide

Welcome to ***Star Wars* Galaxies: The Complete Guide**! This page gives you a quick intro to the information you need to get started with this latest expansion of the galaxy.

Mustafar (p. 8) and **Kashyyyk** (p. 17). Everything you want to know about the recently added worlds of Kashyyyk and Mustafar. In addition, we've got notes on the **Cube of Chu-Gon Dar** (p. 10), a mysterious but distinctly useful artifact, and **Cube of Chu-Gon Dar Recipes** (p. 95).

Planets (p. 31). If you need to see what's where, and on what planet, check out this chapter. It contains a visual reference to the galaxy, along with keyed maps you'll find useful in your travels.

Janessa's Space Sector Atlas (p. 65) includes key locations and coordinates in the space zones, along with asteroid mining coordinates, a summary of Space PvP and an illustration of how to get around in space.

Following that is an extensive list of all sorts of **Terminals** that you can find across the known worlds (p. 79), and notes on the **Starting Quests** you'll encounter as a new character (p. 84).

The **Clone Relics Quests**, an epic series of adventures that lead you from one end of the galaxy to the other, are covered on p. 90.

New Player Introduction (p. 99). If you're just starting to play ***Star Wars* Galaxies**, you'll benefit from a few up-front notes and tips for playing.

Character Creation (p. 103). To help you get started, this section contains information about the various options you'll face before entering play.

Interaction (p. 112) is a quick overview of the game's user interface, along with important playing tips and information.

City Life (p. 121) describes useful terminals, buildings and people you can find in cities. For advanced players who venture out beyond familiar territory, it also covers player cities and housing.

Combat (p. 127). Survival is key, and the combat information here will help you turn aggression into profit. Even if you aren't the fighting type, you should at least know how to defend yourself!

Economy (p. 135). Creating, buying, selling and trading are integral parts of playing the game. Here, we go into the basics of how trading, stores and tipping work.

Crafting (p. 141). Trader, the crafting profession, gives you a variety of career paths. If you're a creator, not a destroyer, then check out our primer on crafting.

Player-vs-Player (p. 149). When killing NPCs and critters just isn't exciting anymore, you can always explore the world of player-versus-player (PvP) combat. This section discusses faction play, faction rewards, dueling, player associations and other aspects of PvP play, plus plenty of information on picking a side in the big conflict — Rebel vs. Imperial.

Emotes (p. 155). It would take way too many pages to explain them in detail, but we thought it would be fun to provide a fingertip list of the emote actions you can perform in game.

Professions. These chapters cover every profession in ***Star Wars* Galaxies**. You'll find everything you need to know about skills and advancement here.

- **Combat Professions** (p. 156)
- **Entertainer** (p. 186)
- **Traders** (p. 193)
- **Piloting Professions** (p. 261)
- **Politicians** (p. 269)

Components & Customizing (p. 241). This chapter gives Structures Traders all the nitty-gritty on crafting ship components and assembling them into a starship you'd be proud to own or sell.

Creature and NPC Stats (p. 271) and **Weapon Stats** (p. 333). Sometimes the numbers tell it all. This gives you the hard facts you need for all of the creatures and weapons in the game.

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What's New

This is a quick summary of enhancements to the game made with the release of the *Starter Kit*, for the benefit of former players who may be contemplating a return to the revised game. This is just a quick summary — more info can be found at starwarsgalaxies.com

Professions. The profession system has been completely adjusted. The old professions have been recombined into nine "iconic" professions based on characters from the *Star Wars* movies. Most of the abilities of the old professions have been retained, and many of the new professions combine the abilities of two or more of the old professions.

Skills. Along with the new professions, you now acquire skills in a very different way than previously. Most of the familiar skills in the game are still there (with a few significant exceptions), but you get them in a different order. There is no longer any reason to drop skills you don't want, and it is no longer possible to do so.

Jedi. Jedi are now one of the nine professions. You elect to follow the path to a Jedi at the time of character creation; you do not (barring respec) become a Jedi later in your career. The Force Sensitive Village has been removed from the game.

Non-Combat Professions. Entertainer and Trader are now classified as non-combat professions. Their combat skills cannot be increased through play, and therefore great care should be taken when venturing into the wilderness with one of these characters (although no MOBs will attack them unless they attack first). The other seven professions are all combat professions, and have offensive and defensive abilities that can be improved through play. The Bio-Engineer and Creature Handler skills have been completely removed from the game. Bio-Engineers are no longer required to disable GCW bases.

Multiple Professions. The nine iconic professions cannot be combined. You will (barring respecs) remain in the same profession for as long as you remain with a given character. You can still, in addition to your primary profession, choose to become a Pilot and/or a Politician at any time during play. Pilots are the same as before. However, you now gain all abilities as soon as you become a Politician.

Respec. If you have a character who existed before the *Starter Kit* launched, when you re-enter the game with that character you will have 10 non-transferable respec tokens in your possession. You can use these tokens to respec your character into one of the new professions. You have enough tokens to try out each of the new professions, if you wish, before making your final choice. When you respec, you will enter the new profession at your previous combat level. Only characters who were created prior to the adjustments will receive these respec tokens.

Multiple Characters. *This enhancement had not been implemented as this book went to press*. It is planned to allow all players to have more than one character on the same server.

Pets. Pets are no longer in the game beyond Level 10. (They may return at some point, but probably in a drastically different form.) The game still has mounts and some useful droids, but they do not respond as pets.

Combat. Combat has been greatly accelerated, to make gameplay more exciting.

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Experience. The experience system has been greatly simplified. All professions earn experience from completing missions and quests, and this will be the main source of experience for character advancement. In addition, the seven combat professions earn experience through combat. Traders earn Crafting XP for creating and marketing items, Entertainers earn Social XP for engaging in their art, and Pilots and Politicians earn XP for using their unique skills.

Loot. The number and power of items obtained for completing adventures and quests has been significantly expanded.

Fatigue and Wounds. Fatigue damage and wound damage have been eliminated. There is no longer any reason to visit a cantina or hospital to heal.

New Attributes. Several new attribute stats have been added to all characters. See p. 110 for details.

Race and Gender. There is no gameplay difference between the sexes. There is no gameplay difference between the races in terms of profession or stats, but there are still a few racial equipment restrictions. All PCs (player-run characters) can now understand every other PC's language (even the Wookiees).

Quests. There are many more quests in the game than there used to be, and completing quests has become a major source of Experience for advancement.

Training. Trainers are no longer required to learn new skills. They have been removed from the game. Likewise, there is no longer any need for PCs to train one another, and that has been removed from the game.

Item Decay. Your items no longer suffer a decay penalty when you die.

Bounty Hunter Missions. There are no longer Bounty Hunter Missions that target other players. Most other forms of PvP interaction remain the same.

Crafting. All Crafting and vending is now the province of Traders, other than a few very specific items (Entertainers craft musical instruments and props; Jedi still craft their own lightsabers). There are four specialized branches within the Trader profession that crafters may choose from: Munitions (weapons, armor and shields), Engineering (droids and weapons), Domestic (food and clothing) and Structures (ships and buildings).

Biological Resources. No special skill is required to extract biological resources (hide, meat, etc.) from kills. These items will now appear in the creature's loot window.

Entertainers. With the removal of Fatigue damage, Entertainers no longer have healing abilities. Viewing an Entertainer's performance in a cantina can still provide a useful, temporary buff.

Hospitals. Hospitals are now used only to upgrade and install cybernetic limbs.

Additional Combat Levels. Levels now max out at 90.

Veteran Loyalty Rewards. Several unique rewards have been created exclusively for players who entered the game before the switchover:

- **Elder Buff.** Increases to combat abilities (this buff can be shared with new players).
- **Elder Title.** Awarded to all who achieved mastery in any profession, in recognition of your status in the game as a valued veteran player.
- **Profession Respec Option.** All characters active prior to the introduction of the new game enhancements will receive a total of 10 respec options or charges attached to their character, to allow you to make a "trial run" with each of the new professions before choosing your final path.
- **Jedi Bonus Items** (for players who attained Jedi under the old system). Power-enhanced Jedi Robe and Lightsaber color crystal, and the opportunity to play as a transcended blue glowing Jedi character.

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Mustafar

Centuries ago, in the early days of the Old Republic, Mustafar was a verdant and prosperous world, a showplace of the galaxy. The planet was the home to a great Jedi temple, a place of learning and research into the nature and potential of the Force.

Then, something went wrong. Some have said that the Jedi of Mustafar went too far in their studies, opening a tap into the pure essence of the Force that they could not close. Whatever may have happened, Mustafar was broken. In a very real sense, the world was turned inside out — the molten core of the world broke through the outer crust and turned the once-green orb into an angry, flaming hell.

Even though it was horribly disfigured in the cataclysm, Mustafar continued to be an important world to the Republic. Although rendered all but uninhabitable, the broken world presented an irresistible opportunity to a certain turn of entrepreneurial mind. The cataclysm had brought the rare mineral riches of the planet's core to the surface. Resources that were, on other worlds, rare and almost impossible to reach were literally lying around for the taking on Mustafar. It was a hard and dangerous world, but the prizes were more than worth the risks involved in claiming them.

So Mustafar became a mining center, and then a center of refining and manufacturing as well, as the miners of Mustafar sought to maximize their profit by cutting down on the necessity of expensive off-world shipping of the planet's resources. Although there were only a few hardened souls who could call it home, Mustafar occupied an economic and strategic niche far more significant than its tiny population would suggest.

The planet remained savage and geologically chaotic. Every few years some random shift would annihilate the major mining facilities, requiring the miners to rebuild elsewhere. They found it well worth the cost in credits and in lives to cope with these periodic disasters.

The most recent major upheaval occurred at the end of the Clone Wars. The central Mensix complex was spared major damage — this time — but prospectors surveying the remote regions of the planet reported that several ancient, monolithic ruins of the pre-cataclysmic world were brought to the surface once again, after resting for centuries beneath the lava flows. Notable among the ancient wreckage is the hulk of a great Old Republic cargo freighter, and what seems to have been the central structure of the ancient Jedi temple itself.

The workers of Mustafar filed the required paperwork for newly discovered points of archaeological interest, and returned to their shafts, pits and assembly lines. The Imperial bureaucracy filed the paperwork as per regulation. It's only now that word of these discoveries is starting to catch the attention of the galaxy at large.

A world like Mustafar attracts a peculiar sort of citizen. They are intelligent, because the stupid don't last long, but they're also hard and fiercely independent. The people of Mustafar, as a rule, do not have pasts — either they were born there, and their lives have been spent working in the mines or the factories, or they came there of their own free will and for their own reasons. As far as the Mustafarians are concerned, whatever draws you to their world ceases to exist once you arrive.

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It's not surprising, then, that Mustafar has little time for either the Empire or the Rebellion. As long as the minerals keep flowing and the assembly lines keep rolling, all at acceptable prices, the Empire is content to let Mustafar define itself however it wishes, up to a point. The Rebellion needs manufactured goods and minerals as well, and the credits of a Rebel officer buy just as many drinks in a miner's cantina as do those of an Imperial functionary. After the Clone Wars, in the early days of the Empire, Mustafar was the home of a separatist faction who sought to keep the planet out of direct Imperial control. Darth Vader dealt with this faction in his usual fashion, and the movement collapsed due to the sudden and total absence of its leadership.

Mustafar does not have any cities, as such. The only modern, permanent structure on the planet is the spaceport complex at the Mensix Mining Facility.

CUBE OF CHU-GON DAR

The Cube of Chu-Gon Dar is an unusual artifact available to adventurers who visit Mustafar.

Chu-Gon Dar was an ancient Jedi mystic who created a number of these powerful Force devices long ago on Mustafar. Today, the secret of the cubes' design has been completely lost. They are durable things, however, and a researcher named Dr. Ithes Olok has recovered several cubes still in good working order. He's willing to share some of his spares with those who don't mind performing a small service for him.

What the cubes do, basically, is turn several things into a single, more powerful thing. Various objects found around Mustafar can be transformed with a cube. Of course, objects obtained from more dangerous threats tend to create the most powerful combinations. Usually it requires three objects for the cube to create one new item. (See p. 95 for recipes.)

HK-47

SPOILER WARNING. ***The following section contains details about the first major quest cycle on Mustafar. We've tried to leave plenty of things for you to discover on your own, but if you prefer to go into this adventure not knowing anything about what's in store for you,*** **DO NOT READ THE FOLLOWING.**

The miners of Mustafar are dealing with serious problems. The Empire is demanding huge quantities of parts and processed minerals for some top-secret project. The production capacity of Mustafar is taxed to the breaking point and beyond. Equipment is starting to fail and replacement parts are not coming in. These people need serious help.

Prelude: The Miners' Problems. Before the miners will trust you with their serious problems, you'll have to prove your worth. Foreman Chivos is willing to give you a few assignments, to see what you're made of. One of his tasks will take you to the wreck of the Old Republic freighter for the first time.

Chapter 1: The Ancient Freighter. Once you've proven yourself to Foreman Chivos, he'll send you along to Milo Mensix, who'll give you a more significant task. He asks you to return

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Mustafar Map

Areas

A	Mining Fields
B	Crystal Flats
C	Smoking Forest
D	Burning Plains
E	Central Volcano
F	Berken's Flow
G	Tulrus Nesting Grounds

Points of Interest

1	Mensix Mining Facility
2	Chu-Gon Dar Ruins
3	Destroyed Mining Facility
4	Salvage Bandit Camp
5	Bridge
6	Jedi Ruins
7	Striking Miners Camp
8	Jedi Ruins
9	Bridge
10	Temple Ruins
11	Bridge
12	Old Republic Cruiser Crash Site
13	Kubaza Bretle Cavern
14	Bridge
15	Jedi Ruins
16	Bridge
17	Old Republic Facility
18	Droid Factory
19	Sher-kar Cave

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to the Old Republic freighter and salvage any useful technology you can find.

The ship's central processing core is offline due to a faulty power converter. You'll have to find a replacement converter. Bandits have been looting the ship for some time … maybe they've already found what you're looking for?

When the core is back online you can start to communicate with the ancient's ship's governing AI. This entity promises to help you if you uplink it to a processor at a nearby Old Republic ruin. Accomplishing this task will reveal the existence of yet another ruin. The AI will ask you to uplink it to that as well.

Chapter 2: Wrong Place, Wrong Time. The ancient facility turns out to have been a droid factory. Your task is to get it operable again. When you do so, however, you receive a nasty surprise, in the form of an ancient and twisted military droid calling itself HK-47. This vile entity intends to use the factory to make an army of copies of itself. You must return to Milo to report this new threat.

Chapter 3: One Evil Droid. In the final chapter of the struggle, it will become your task to destroy HK-47 before it can complete its army and annihilate the miners. You will have to defend a mining camp from the vanguard of the Droid army, after which you will have to track the malignant creature to its new secret lair and destroy it.

THE TRIALS OF OBI-WAN

The trials themselves are a non-linear series of quests that will lead up to a major encounter with Obi-Wan himself. There are ten possible tasks that make up the trials, and you must complete all ten of them to get the final encounter.

While the Trials of Obi-Wan are profitable endeavors for characters of any combat profession, Jedi characters will find them particularly rewarding.

A Collector's Business. A young Jedi named Pann is seeking a valuable object called "The Codex." He has sent droids out across the galaxy to find this object. One of these droids has arrived on Mustafar, where he's heard intriguing rumors. He needs to find somebody who'll check them out. Beware, others may be seeking The Codex as well.

The Fall of Mustafar. An archaeologist named Uyil has found what he believes to be a fragment of a stone tablet engraved with a contemporary account of the cataclysm that destroyed Old Republic Mustafar. He needs somebody to scour the ruins where he discovered the fragment for the rest of the tablet. There are four pieces that must be found.

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Glowing Green Shard. A miner named Unglost Brif tells a terrible story about a prospector who found a glowing green shard and went violently insane. The truth behind this tale could be significant. Brif will be glad to direct you to the place where the tragedy occurred.

Reunite the Shard. If you search carefully in the ancient Jedi Temple, you may find a crystal shard with a strange green tinge. With careful observation this artifact can be seen to pulse when in the vicinity of another object like itself. There are seven crystalline fragments in all, located all over the planet. If you get them all, you my find that it's possible to recombine them.

A Hidden Treasure. An ancient plaque lies half-sealed in solidified lava. Only the top half of the message can be salvaged. The plague tells of a lost Jedi vault, but the vault is guarded, and the instructions for gaining safe entry are incomplete ….

Being a Good Samaritan. An archeologist named Pwwoz Pwwa has discovered an intriguing trinket in the ruins. Before he could return with his prize, however, it was lost to mindlessly scavenging lava fleas. He needs help regaining his treasure from the beasts. When the artifact is recovered, however, it may turn out to be far more sinister and dangerous than Pwwoz ever dreamed.

Shard of the Serpent. A treasure hunter named Ikt found an interesting artifact — a crystal with a flaw in the shape of a serpent. Before he could figure out the significance of his find, he was robbed by a Dark Jedi accompanied by a fearsome droid. He wants you to recover the shard from the thief — and if you can figure out what to do with it then, so much the better.

Not for a Historian. The historian Epo Qetora has come to Mustafar to research the mystery of its fall. He believes that significant records wait to be discovered at a particular Jedi ruin. He needs somebody to explore this ruin and find the data he seeks. The numerous derelict droids that litter the facility may be able to provide important clues … if they can be reactivated.

Symbiosis. You come across a prospector campsite where all the prospectors are dead. Find out what killed them to reveal a major threat to all sentient life on Mustafar — a threat that must be neutralized.

Curse of the Dark Shard. A treasure hunter named Menth Paul has discovered a jet-black crystal shard. Ever since he found the thing, he believes he has been cursed with near fatal bad luck. Is there somebody brave (or foolish) enough to take the curse off Paul's shoulders and try to end it?

The Final Encounter. This will occur when you have have finished all of the ten tasks above. What happens? Well, that would be telling … Suffice it to say that you will travel all over Mustafar seeking clues to the whereabouts of the most power artifact of them all … and that you will not be without help in this endeavor.

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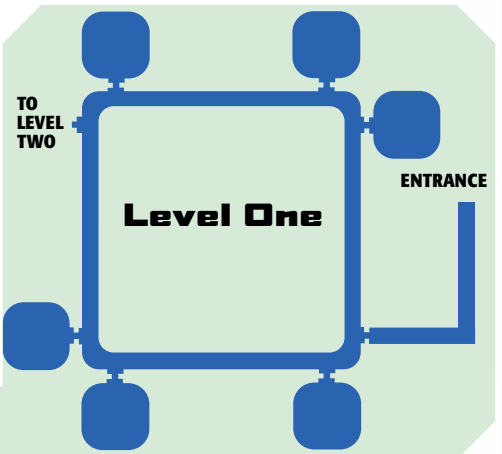
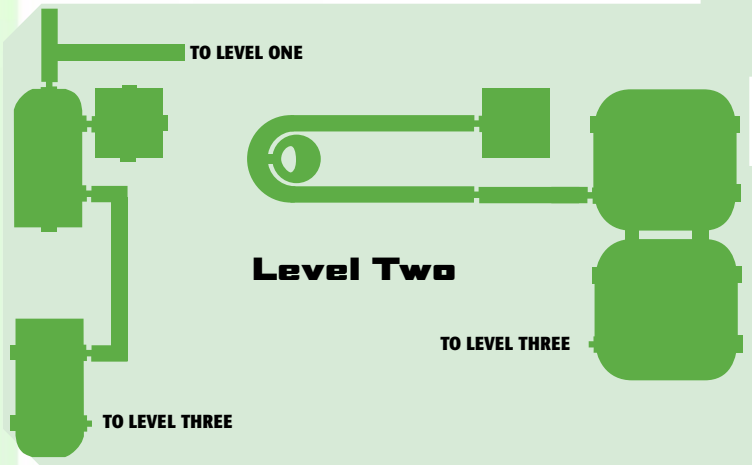
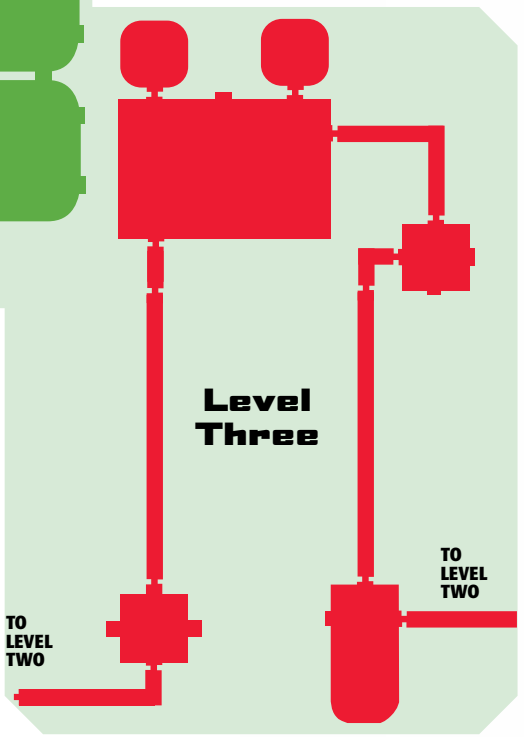
DROID FACTORY







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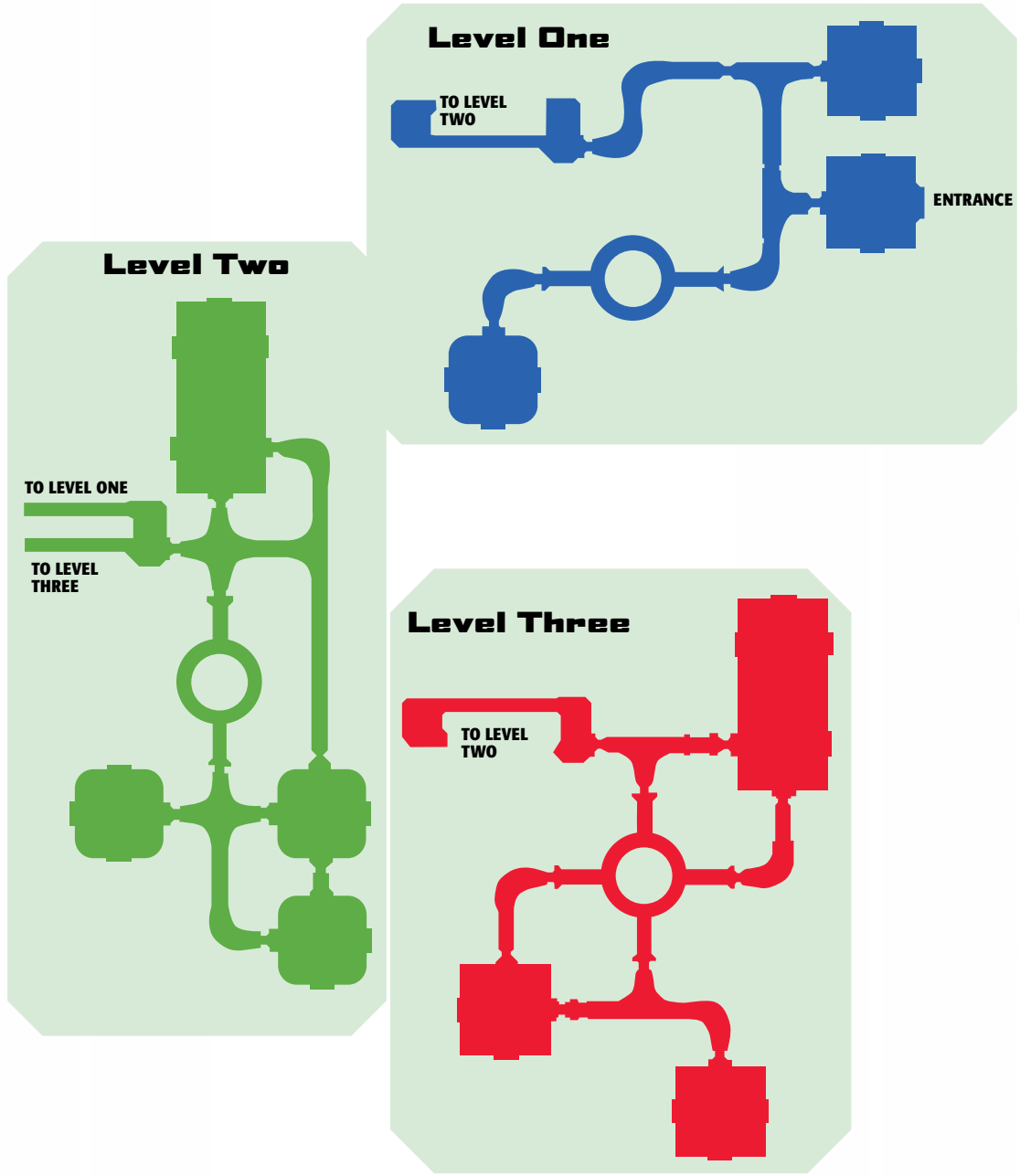
OLD REPUBLIC FACILITY



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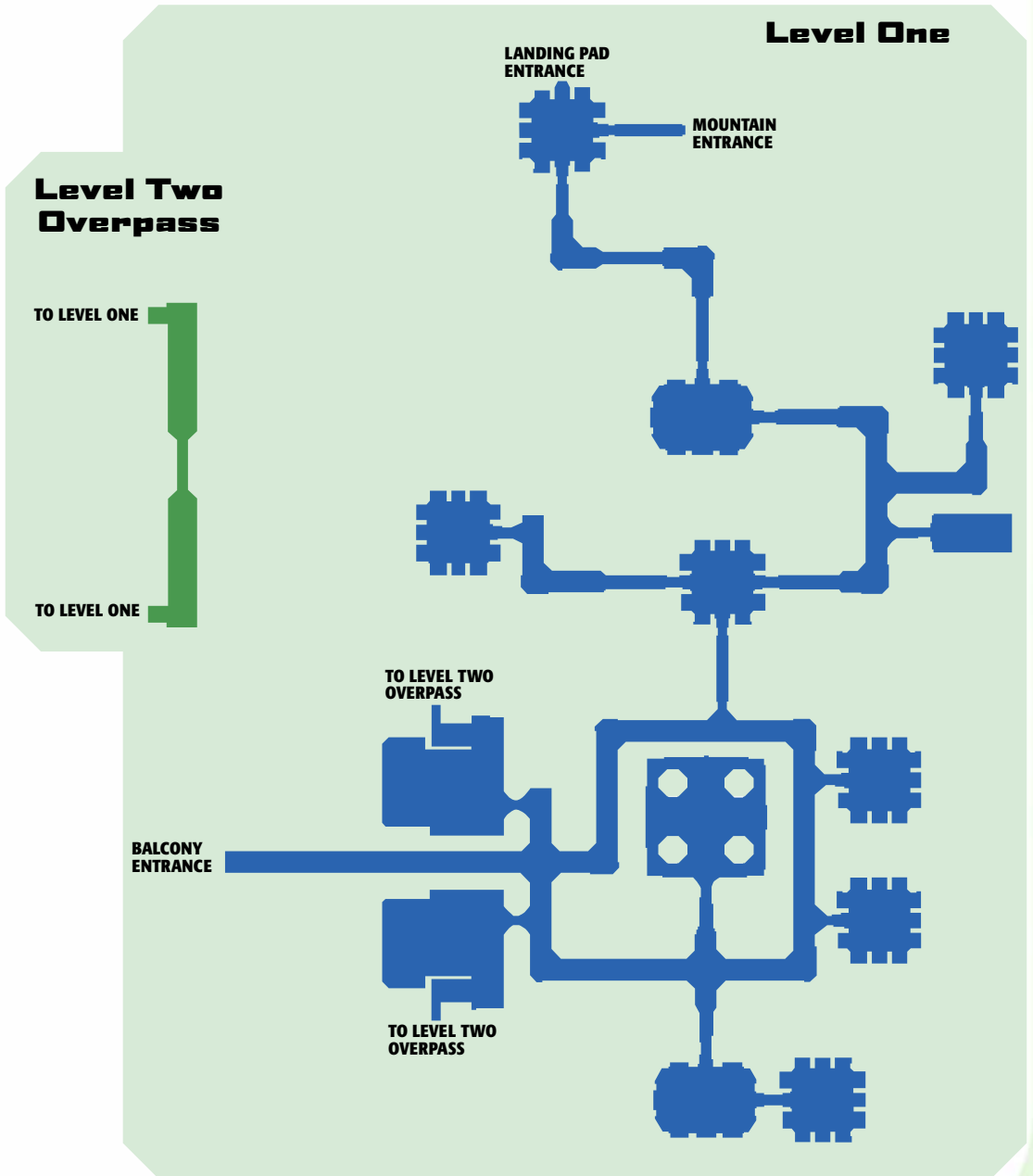
MINING OUTPOST



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Kashyyyk

KASHYYYK SPACE POIs

The Kashyyyk Space Station
Coordinates (X, Y, Z): -5000, 100, -5000

The Kashyyyk Space Station is currently under the supervision of the Civilian Protection Guild (CPG). This organization is dedicated to the defense of civilian merchants, galactic traders and all legitimate space-borne businesses in the Kashyyyk star system.

The Imperial Overseers Base
Coordinates (X, Y, Z): -2798, -2544, -1062

You can declare your "special forces" status here and engage in PvP. Once you (as an Imperial Pilot) have finished the Civilian Protection Guild missions, word of your success will reach the Imperial Overseers base. Several special missions are available from this space station at that point.

Avatar Platform
Coordinates (X, Y, Z): 2830, 530, -2590

The Trandoshans run the largest slaving ring in the Kashyyyk system and enjoy complete protection from the Empire. Even so, numerous independent interests have begun to arrive in Kashyyyk – looking to take their piece of a growing business.

Rebel Alliance Outpost
Coordinates (X, Y, Z): 6000, -3000, 5500

You can declare your "special forces" status here and engage in PvP. Once you (as a Rebel Pilot) have finished the Civilian Protection Guild (CPG) missions, word of your success will reach the Alliance outpost. Several special missions are available from this space station at that point.

Sordaan's Space Station (Rodian Hunters)
Coordinates (X, Y, Z): 2556, 3225, 3890

The famed hunter Sordaan has purchased a writ of protection from the Galactic Empire in exchange for this bit of territory. Freelance Rodian pilots have been hired to protect the base and its business partners during the massive "Hunt" on Kashyyyk's planetary surface.

Tripp's Base (Rodian Hunters)
Coordinates (X, Y, Z): -2618, 70, 2624

The Rodian Hunter Tripp has wedged this massive base into the Kashyyyk star system – without explicit permission from the Galactic Empire. As a result, the traffic to and from this facility is under constant scrutiny and is often inspected for contraband.

Gotal Bandits' Base
Coordinates (X, Y, Z): -5950, 2700, 4575

The Gotal pirates organization has parked this large warship near the edge of the Kashyyyk star system. It is a command post for raids against civilian traffic. Its position provides a generous tactical advantage to the Gotal, and they take advantage of it as often as they can.

Ghrag Mercenaries Base
Coordinates (X, Y, Z): -7400, -3000, -5600

This is a bad place to be if you are not a Ghrag mercenary. Ghrag will not offer missions to anyone not affiliated with their pirate organization.

Independent Slavers Space Station
Coordinates (X, Y, Z): -6830, -350, 4200

The Independent slavers will offer missions to experienced CPG pilots. They do not want to work for their money; they want you to steal slaver ships from the Trandoshans.

The Tyyyn Nebula
Coordinates (X, Y, Z): -6200, -3500, -4500

The Tyyyn Nebula is a dense cluster of space gasses – perfect for staging an ambush! This region of the Kashyyyk star system has been a hotbed of piracy and violence since the onset of the Galactic Civil War.

Chiss Poachers' Base
Coordinates (X, Y, Z): -6835, 763, 2065

Unlike the Rodian Hunters who pay the Empire for the opportunity to hunt creatures on Kashyyyk, the Chiss are "poachers" who take what they wish without asking … or even worrying about the repercussions of breaking galactic law. The Chiss' vast financial holdings keep their supply lines running smoothly, and their access to numerous independent shipyards keeps their fighting vessels on constant patrol.

KASHYYYK MINING ASTEROIDS

Coords	Type
-2338, -5827, -5820	Organometallic
-5951, -13, 1033	Organometallic
-823, -2001, -999	Methane
-4067, 1957, 3941	Organometallic
3339, 2307, 3472	Organometallic
3011, 1961, 4303	Organometallic

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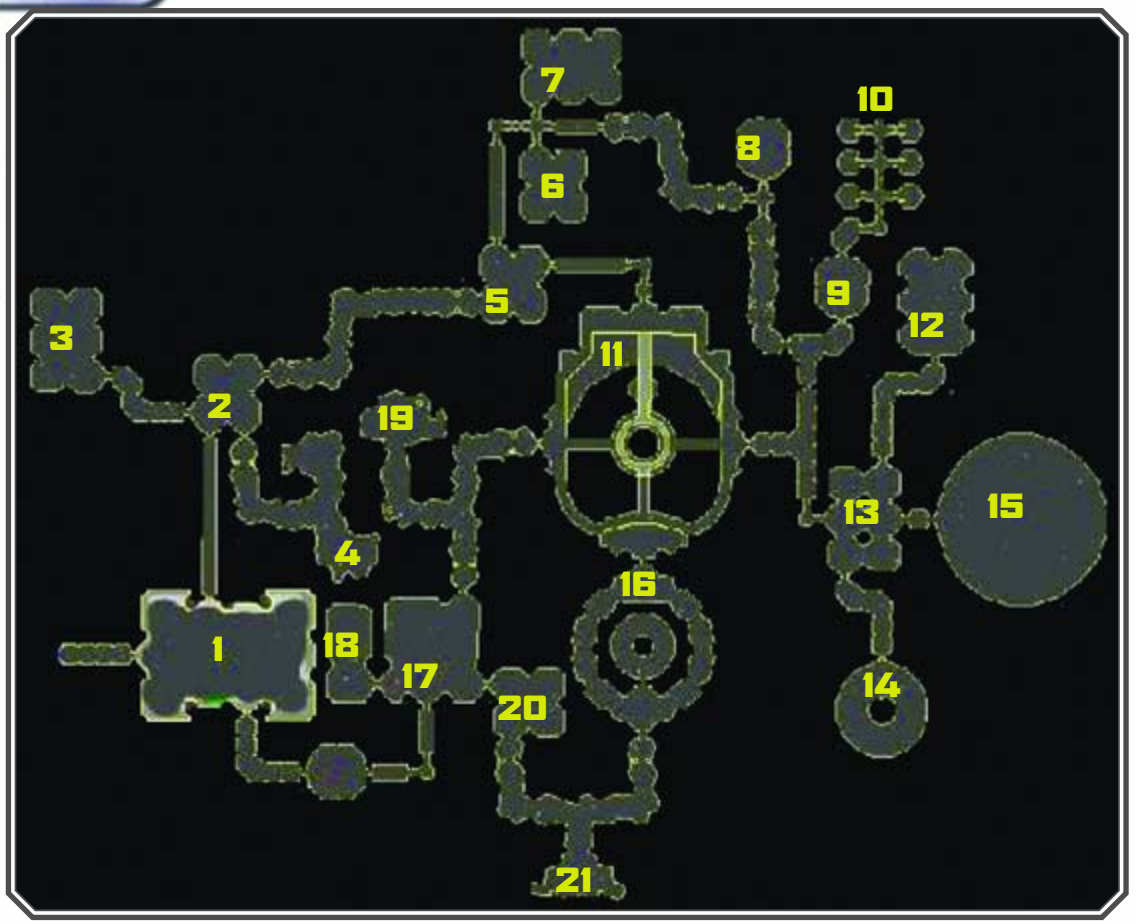
AVATAR SPACE PLATFORM



1	Main Hangar
2	Anteroom
3	Café
4	Kitchen
5	Barracks Anteroom
6	Barracks 1
7	Barracks 2
8	Room
9	Security Office
10	Jail Cells
11	Powercore
12	Sensor Systems
13	Command Corridor
14	Navigation Room
15	Command Deck
16	Control Room
17	General Storage
18	Secure Storage
19	Maintenance
20	Secondary Storage
21	Rock Chasm

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SPACE QUESTS

Avatar Platform

Solo not feasible

Groups of 3-4 at CL 75+ should do well

Groups of 6-8 at CL 55+ should survive

The Avatar Platform is the orbital headquarters of the Trandoshan slavers who are currently preying on the Wookiee race. The platform is the game's first self-contained, outer-space mission environment.

Avatar is a fully instanced adventure zone designed for a full group of eight adventurers of high Combat Level. But how do you get there?

Boshaz (Trandoshan Slaver Camp 1 — the smaller camp) starts you on a series of quests that climax in an assault on the Avatar Platform for the Zssik Clan.

If you are Imperial, Dr. Price (Kachirho) enlists you in a series of quests that climax in a special ops mission to the Avatar Platform.

Whichever quest provides you with entry onto Avatar, when you get there you'll discover that the station is currently under attack by Wookiee insurgents looking for revenge against the slavers. Use the chaos to help you move through the platform and accomplish your goals. At the same time, you've got to defend yourself against both sides of the conflict, either of which would be only too happy to turn you into a collateral damage statistic. Along the way you'll find opportunities for rescue missions and other sub-quests not directly related to whichever cause may have brought you here.

Space Mining Quests

This is a series of space missions designed to introduce you to and advance you through the new resource-gathering occupation of asteroid mining. The Space Mining quests can be started by a newbie Pilot. By the time they're completed in full, you'll be a fully proficient asteroid miner, with a state-of-the-art mining ship.

There's no big baddie to defeat in these quests — it's mostly about advancing your space mining career. Along the way, however, there will be plenty of pirates, claim-jumpers and rivals to test your combat mettle against.

To get started with the Space Mining Quests, talk to Flash Harrison, on the first level of the Kachirho tree.

The Civilian Protection Guild (CPG)

This is a series of missions designed to take you up through the ranks of combat Pilots. In this quest, you'll be acting in the interests of the Civilian Protection Guild, a consortium of merchants banded together to defend themselves against the gangs and outlaws that prey, more or less at will, on the honest traders of the frontier worlds.

You can start this quest once you're about halfway through your Piloting levels, and by the time you're finished you should be a Master Pilot. Completing this quest will give you access to the very best fighter ships in the game:

Imperial	Guard TIE Interceptor
Rebel	Heavy X-Wing
Neutral	Black Sun Vaksai

If you're ready to start work on behalf of the guild, make sure you've physically set foot on Kashyyyk at least once, and then contact Rian Ry, a human female official on the Kashyyykian orbital navigation station. She'll put you on your way.

The Civilian Protection Guild quests and the Space Mining quests are completely unrelated. There's nothing to stop an ambitious hotshot Pilot from alternating between the two to get a double-dose of space experience.

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KASHYYYK WORLD MAP

Points of Interest/NPCs	Coordinates
Kachirho (City/Starport)	-572, -217
Kkowir Forest	-761, 117
Hunting Grounds	205, -437
Rryatt Trail	-81, 606
Blackscale Slaver Compound	408, 578
Slaver Camp #1	145, 43
Slaver Camp #2	536, 128

Points of Interest/NPCs	Coordinates
Isolationist Wookiee Village	307, -271
Rodian Hunter's Camp	706, -666
Spirit Guide & Graveyard	36, 160
The Great Tree	-71, 106
Chief Kerritamba & Kerritamba Tribe	-147, -98
Trandoshan Slavers	
Hracca	

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MISSIONS & QUESTS

Most of the new mission and quest challenges center around the Wookiee homeworld of Kashyyyk, either on the surface or in Kashyyyk space.

Kashyyyk, the jungle planet home of the Wookiees, is quite unlike any of the other worlds in ***Star Wars* Galaxies**. While all the other worlds are based on a philosophy of open travel, where you can go from one point to any other pretty much at will (assuming you can survive), on Kashyyyk, much of the terrain is impassible. This means that to pass from one zone to another, you have to go to a specific gate point. In fact, before you can enter most Kashyyyk zones for the first time, you must usually first earn the right to enter by completing a specific mission.

Furthermore, in addition to being gated, many of the Kashyyyk zones are instanced. This means that the game can create multiple identical copies of the zone map, so that when a group enters the zone, they'll have it all to themselves. Other groups that may be playing in the same zone at the same time will have their own, private maps to adventure on.

Some of the instanced zones will spawn a separate instance for each individual group that enters. Others will admit multiple groups, but are designed for a certain optimum maximum population. When you enter such a zone, the game will give you a choice of several instances, showing you the current population of each one, and allow you to choose which one you'll adventure in. At this time, the game does not prohibit you from entering a zone even if it's population is "full," but you're advised to avoid full instances if possible, for an optimal playing experience.

There were 100 new quests in the Kashyyyk system when the *Rage of the Wookiees* expansion pack launched, and the dev team is constantly adding more. While characters of any level of skill can visit the planet and its capital, Kachirho, most of the actual missions and wilderness zones are calibrated for characters of at least Combat Level 20, up to the very highest levels of the game.

Jarea on her Varactyl mount

A Jedi in combat

Captive Wookiees near the slaver camps in Kachirho

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KACHIRHO MAP

Points of Interest/NPCs	Coordinates
Kachirho (City/Starport)	-572, -217
Kkowir Forest	-761, 117
Hunting Grounds	205, -437
Rryatt Trail	-81, 606
Blackscale Slaver Compound	408, 578

Points of Interest/NPCs	Coordinates
Slaver Camp #1	145, 43
Slaver Camp #2	536, 128
Isolationist Wookiee Village	307, -271
Rodian Hunter's Camp	706, -666
Research Camp	121, 628

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A Ro-roo in Kachirho

Kachirho

Solo through CL 20

Groups of 3-4 at CL 20 should do well

This is the Wookiee "capital city." It's really just a somewhat larger-than-average Wookiee settlement that exploded in importance when it was chosen as the site for the world's spaceport. Like all Wookiee settlements, Kachirho itself is a giant tree. There's also a fairly bustling settlement around the roots of the tree, where the non-arboreal outworlders have settled. In addition to the city itself, the Kachirho zone contains some expansive wilderness areas suited for hunting at Combat Levels 20 to 30.

All the other planetside zones on Kashyyyk can be reached from Kachirho (either directly or through one other zone). And the city area is literally packed with NPCs waiting to send you off on quests.

Outside of the city area itself, do not expect the Wookiees you meet to be gruff-but-friendly Chewbacca types. Remember, the title of the expansion pack is "Rage of the Wookiees," not "Mild Exasperation of the Wookiees." At this point in Kashyyyk history, widespread, long-term incursions by Trandoshan slavers have made the Wookiees intensely hostile and xenophobic. As you wander about the Kachirho wilderness, you'll have to fight any Wookiees you may meet, in addition to the brutal slavers who prey on them. (Only in Kkowir Forest (p. 28) will you meet wandering Wookiees who won't try to kill you on sight.)

Kachirho Quests

These are a couple of representative quests of the sort that are appropriate for new arrivals on Kashyyyk. Remember, you want to be at least Combat Level 20 before seriously trying to adventure in the Kachirho wilderness.

Survey Quests. Seek out Dr. Farnsworth in the Kachirho city tree. He'll send you out on a series of quests to survey specific points in and around Kachirho and report back. These quests are an excellent way to get familiar with the zone, and they'll also show you where the gates to the other main Kashyyyk zones are located.

The Missing Researchers. During your wanderings about the Kachirho wilderness, you may happen upon a destroyed campsite. Although there's no sign of the unfortunate inhabitants of the camp, if you search you will find a radio that will put you in contact with an associate of theirs. The investigation of the attack on the campsite will lead into a series of exciting and potentially profitable conflicts with the Canopy Bandits gang. These quests are ideal for groups of Combat Level 25-30.

War machines of the Empire in Kachirho!

Kachirho Village

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ETYYY. THE HUNTING GROUNDS

Points of Interest/NPCs	Coordinates
Kachirho Gate	658, 668
Rodian Hunting Camp	240, 524
Hracca Glade Gate Camp	-3, -221
Arcona Compound	-499, 841
Chiss Hunter Settlement	-1151, 0

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Etyyy, The Hunting Grounds

Solo CL 40+ (50+ better)

Groups of 3-4 around CL 40 should do well

Some years ago the Wookiees of Kashyyyk entered into a treaty with a group of Rodian hunters, giving the Rodians control of the Etyyy region. To gain admission to Etyyy, you'll have to seek out a Rodian named Kerssoc in Kachirho and perform a service for him.

While most of the Kashyyyk zones are fairly "linear" — that is, they're designed to take you from one specific mission to the next — the Etyyy hunting grounds are a bit of an exception. The terrain is pretty wide open and there are no major story-driven quests. Most of the missions are a straightforward "go hunting and bring back 30 units of X resource." If you just want to hunt without worrying about specific missions, that's fine too. This region is suited for mid-level hunting parties.

This old Wookiee is a pretty fashionable fellow. Green is definitely his color.

HRACCA GLADE

Hracca Glade

Solo not feasible

Groups of 6-8 at CL 80+ should survive

This is an instanced zone; its content is determined by the quest that brings you here.

Walluga Skullsmashers travel in large herds and are VERY deadly. Beware!

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RRYATT TRAIL

Achonnko is the Master Trail Guide near the start of Ryatt Trail.

Here is a nice place to relax along the Rryatt Trail ... you'll need it!

Points of Interest/NPCs	Coordinates
Achonnko (Master Trail Guide)	-752, -320
Rebel camp	-577, -357
Negal Tek'lon	-587, -184
Rryatt Trail Guide	-543, -175

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Rryatt Trail is full of big trees and long bridges. This view is pretty typical of the zone. Be careful not to lose sight of the vicious creatures that live in all that beauty!

This fighter ship is near the Rebel Camp.

TRANDOSHAN SLAVERS ZONE

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KKOWIR FOREST

Points of Interest/NPCs	Coordinates
Spirit Guide & Graveyard	36, 160
The Great Tree	-71, 106
Chief Kerritamba & Kerritamba Tribe	-147, -98

The Nyenthi'Oris Graveyard is where you respawn in Kkowir Forest. The Wookiee is the Spirit Healer.

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Kkowir Forest & Myyydril Caverns

Kkowir Forest

Solo CL 34+

Groups of 3-4 at CL 30 should do well

Groups of 6-8 at CL 20+ should survive

Scarecrows? Voodoo dolls? Kkowir Forest has some unusual scenery.

Myyydril Caverns

Solo not feasible

Groups of 3-4 at CL 75+ should do well

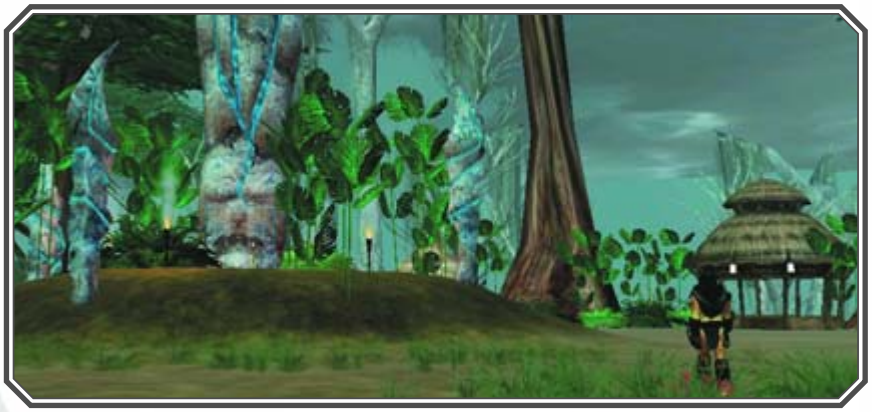
Groups of 6-8 at CL 55+ should survive

The Kkowir Forest is the home of an ancient Great Tree that is sacred to the Wookiee race. The remote and rather mystical Wookiees who guard this site are a good deal less xenophobic than their brethren in other parts of the world — they won't try to kill you unless you give them a really good reason to.

Your main contact in this zone is the Wookiee chief Kerritamba, who will send you on a series of quests on behalf of his tribe and the Wookiee race. These quests, optimized for parties of Combat Level 30 to 40, begin with a mission into the Myyydril Caverns to save the Great Tree from hostile forces that threaten its wellbeing. They culminate with a life-or-death challenge in a Wookiee battle arena.

One other notable point of interest in Kkowir is the entrance to the Webweaver Caverns, found in Kkowir near the waterfall.

Mysess Glade, also known as The Great Tree, in Kkowir Forest



Kerritamba Village — a friendly Wookiee village in Kkowir Forest

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BOCCTYYY PATH

Bocctyyy Path

Solo CL 55+ should survive

Groups of up to 6 at CL 45-50 should do well (max group determined by quest)

This is an instanced zone; its content is determined by the quest that brings you here.

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Planets

THE KNOWN GALAXY

***Star Wars* Galaxies** has 11 planets that you can visit — provided that you can build up the credits necessary for such a grand tour. Some are large, bustling balls of rock and dirt filled with cities and people. Others are desolate and barren moons with only raw materials and an outpost or two to attract the tourists.

TIP

Yavin 4, Lok, Endor, Dathomir and Dantooine are all rough areas. The creatures are more deadly and the outposts are hardly bigger than a large camp. However, there are a lot of resources on these raw planets. Tough creatures and lots of resources make them adventurous places to be.

When you first leave Tansarii Station to go groundside, you will start on Tatooine; in due time you will move on to Naboo. Eventually you will have the opportunity to visit the rest of the planets: Corellia, Rori, Talus, Yavin 4, Lok, Endor, Dathomir, Dantooine, Kashyyyk and Mustafar. Kashyyyk is not on a commercial line, so you have to pilot a private ship to get there.

While levels of sophistication on each of the 11 planets are different, there are always a few amenities and some useful NPCs. These chapters give you the basic information you need to navigate around the available planets.

STARPORT SPACE ROUTES

DEPARTING FROM	POSSIBLE DESTINATIONS
Corellia	Talus, Dantooine, Dathomir, Endor, Naboo, Tatooine, Yavin 4
Dantooine	Corellia
Dathomir	Corellia
Endor	Corellia, Naboo
Lok	Naboo, Tatooine
Naboo	Rori, Endor, Lok, Corellia, Tatooine
Rori	Naboo
Talus	Corellia
Tatooine	Corellia, Naboo, Lok
Yavin 4	Corellia

City Maps

This chapter has maps for certain cities on the various planets. Marked on those maps are the locations of important buildings.

Many of the planets also have smaller townships and villages. Imperial bases, forts and small clusters of buildings are ranged about the wilderness, waiting for you to find them.

For those towns for which we don't have maps, we've listed coordinates for the major buildings. You can also access your in-game city map with M.

Travel

An earlier chapter covered the details of travel. However, you may have to make two or more trips to reach your final destination. For instance, you can't travel directly from Rori to Lok.

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Player Cities

Through the Politician career path, players can recruit their own militia and place structures in cities. To become a Politician, all you need to do is acquire and place a house structure (through a deed), and then declare residency. Once you set up a City Hall and find ten nine other people to become citizens (ten citizens total including yourself), you can register on the planetary map and be well on your way to becoming a new presence on the planet. To become a citizen of your city, another character must own a house that falls within the city limits.

The advantages of player cities are numerous, but probably the biggest advantage is the ability to implement city specializations. Politician abilities provide a number of boosts for city life, including percent-bonus boosts on various activities, the ability to levy taxes, and the right to set up an armed force and allow or deny access to specific players.

For a complete list of current player cities, see:

http://www.swgcenter.com/info/playercities.asp

Structures

Architects can construct certain all types of city buildings, including cantinas, banks, gardens, hospitals and theaters. These structures are then sold to other characters to be placed within their cities.

Most structures in player cities can only be placed by the mayor of the city (originally the founding Politician, but replaceable by general election). These include banks, cloning facilities, shuttleports, city garages and gardens of all types.

What structures can be placed depends on the city's rank, which is in turn determined by the city's player population (the number of players who currently declare it their residence). The larger the population, the larger the city's "radius." As long as the building falls inside the city limits (radius), it can be placed. As a city's population and ranking increase, the city's radius grows larger.

CITY RANKS FOR STRUCTURE AVAILABILITY

RANK	RADIUS	POPULATION	NAME
1	150m	10	Outpost
2	200m	20	Village
3	300m	35	Township
4	400m	55	City
5	450m	85	Metropolis

Finally, certain professions have the ability to place their own structures:

Cantina	*Entertainer*
Theater	*Entertainer*
Hospital	*Medic*
Merchant Tent	*Trader*

Most of the civic structures are dependent on the city's condition and can only exist as long as they reside in the city limits. If the population later shrinks, the city's radius becomes smaller, and what was once a shiny new building placed in town becomes a pile of rubble on the outskirts of the city.

Finally, a building's owner can set permissions for the building and allow (or disallow) only certain individuals.

Government

A player city gets initiated when a Politician buys a charter and places the City Hall. A Politician can place a City Hall on Tatooine, Naboo, Corellia, Talus, Rori, Dantooine or Lok (depending on the deed type). At that point, the Politician becomes the mayor, and other characters can place houses and businesses within city limits. The mayor can also put down parks, gardens, fountains and other structures. This building spree is funded by the Treasury, which in turn benefits from property taxes, shuttleport fees and money from player characters. Once a city is founded, Architects can build buildings, which in turn can be placed by Politicians.

The initial mayor does not necessarily remain in power; any resident Politician can run for office on any given week. Every week, all citizens can visit the city voting terminal in the City Hall and cast a ballot for a new mayor. It's pretty simple — whoever has the most votes

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wins! Any citizen who does not vote ends up casting a vote for the incumbent mayor. The winning Politician assumes all mayoral responsibilities during his or her term, and both the old and new mayors are notified of the election results.

The mayor runs the city through the City Management Terminal, accessible from within the City Hall:

Change City Name	Lets the mayor alter the name
Citizen Report	Displays a report on the citizens
City Specialization	Allows the mayor to choose a specialization for the city (for a specific cost).
City Status	Shows current ranking / status
Manage Militia	Allows a mayor with the proper skill to populate a militia (army).
Manage Taxes	Allows a mayor to control the city's tax rates.
Register / Unregister	Allows a mayor with the proper skill level to register the city and its structures on the planetary map.
Structure Report	Lists all structures that have been built in the city
Treasury Report	Shows the contents of the Treasury

Houses

When a player decides to settle in a city, he or she can use their house deed to get a house anywhere. Then, the player must get the deed approved by the current mayor, although certain members of the militia can take on those duties. Finally, the house must be placed on the required number of lots, away from trees and other buildings.

As a player, you can place a house within a city's limits, as long as you have been granted zoning rights. Otherwise, you'll be forced to go out several hundred meters and build. Any Politician can grant you the right to place a structure, although you must do so within 24 hours of getting that right.

Houses are relatively easy to manage — you pay a maintenance fee (a daily rate), you can make it public or private, and for private houses, you can set up entry lists for other players. If you need help managing your mansion, you can even set up other administrative-level players who can perform these duties for you.

Structure Management

Structure Permissions

You manage your house using a terminal, placed somewhere just inside the residence. There, you can name your house, prepay the maintenance fees and control privileges for other users. You can simply grant people entry access, or you can also make them administrators. ***NOTE: Players don't have to be online for you to add them to the list of people with "keys."***

Another nice bonus to being in a house is the ability to talk freely without being overheard (and having a place to drop your stuff in between your dangerous and lucrative journeys). Architects can craft items to make your house feel more like a comfortable home.

Finally, Merchants can use the house management terminal to create vendors and then open the house to the public to create a store.

HOUSE LOTS & STORAGE

House Type	# Lots	Max. Storage
Small House	2	200
Small House (Naboo)	1	100
Medium House	2	200
Large House	5	400
Guild Hall	5	400

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Military

"Militia" ability gives the Politician the right to form a militia by using the City Management Terminal. Players who join the militia are then extended the right to use **/cityban**, **/citypardon** and **/grantzoningrights** commands.

When a Politician specializes his city as a stronghold, members of his militia gain a 50-point bonus for each defensive roll. "Place Faction Terminal" is the ability to place faction-specific mission terminals. Eager players often step forward to join the policing ranks in order to gain these rights and abilities.

Taxes

Like most cities, player-run cities have taxes that go toward paying city maintenance fees. They are collected weekly in various forms.

- Property taxes (for people who own structures)
- Citizen taxes (e-payments from bank accounts for all citizens)
- Travel taxes (for shuttleport users)
- Sales taxes (for merchant-sold goods)

CIVIC TAX RATE

Civic Building Type	Cost
City Hall	1
Bank	4
Cantina	–
Cloning Facility	3
Hospital	–
Theater	–
Shuttleport	2
Small Garden	5
Medium Garden	3
Large Garden	6
Garage	3

If a city goes broke, buildings start decaying. If tax money is short, structures will slowly disintegrate one by one, until the last one (always City Hall, since its taxes are paid first) falls.

City Specializations

Any mayor who administrates a city can unlock additional abilities for a city as the mayor increases his or her Politician skills. A “specialization” is a particular modifier that affects certain activities within the city — but like anything else, the skills come at a price. The benefit to this is that players can gain additional boosts (which encourages population growth). A drawback is that the specialization increases the weekly maintenance cost for the entire city. But then again, since players benefit from it, the long-term benefits can outweigh the costs.

The following city specializations can help attract players of a specific type. A city can only specialize in one thing at a time, but can change the specialization as long as a week has passed. Specialization types range from medical/entertainment healing centers to industrial societies, strongholds, cloning centers, manufacturing centers, entertainment districts and more.

CITY SPECIALIZATIONS

Specialization	Cost/Week	Benefit
Research Center	50,000	15% boost on success chance for experimentation
Sample Rich	70,000	20% size bonus and 10% extraction boost for surveying
Clone Lab	80,000	20% reduction in cost of cloning insurance
Entertainment District	80,000	10% boost in Medicine Healing or Entertainment Healing
Improved Job Market	80,000	Missions give a 20% increase in rewards
Manufacturing Center	100,000	10% boost on success chance for prototype assembly
Stronghold	150,000	Militia members receive a 50-point bonus to all defense rolls against players
Scientific Society	175,000	Grants additional bonuses for a Medical Center and Entertainment District
Industrial Society	200,000	Grants additional bonuses to Manufacturing and Research Centers

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STRUCTURE STATS

Structure	Required City Rank	Redeed Cost	Maint. Cost/Wk	Decay Rate	Condition	Nameable	Power	Skill Mod	Command
Player House, Small	–	800	2688	3	4320	Yes	–	–	–
Player House, Medium	–	1700	5712	4	5760	Yes	–	–	–
Player House, Large	–	2500	8400	5	7200	Yes	–	–	–
Factory	–	2500	8400	6	1000	–	50	–	–
Power Generator	–	3000	10,080	6	1000	–	–	–	–
Mining, Harvester (Style 1)	–	1500	5040	6	1000	–	25	–	–
Mining, Harvester (Style 2)	–	3000	10,080	6	1000	–	50	–	–
Mining, Harvester (Style 3)	–	4500	15,120	6	1000	–	75	–	–
Mining, Small Ore Harvester	–	1500	5040	6	1000	–	25	20	–
Mining, Medium Ore Harvester	–	3000	10,080	6	1000	–	50	–	–
Mining, Heavy Ore Harvester	–	4500	15,120	6	1000	–	75	10	–
Farm, Organic Creature	–	2500	8400	6	1000	–	50	–	–
Farm, Small Organic Flora	–	1500	5040	6	1000	–	25	–	–
Farm, Medium Organic Flora	–	3000	10,080	6	1000	–	50	–	–
Farm, Large Organic Flora	–	4500	15,120	6	1000	–	75	–	–
Guild Hall, Corellia	–	5000	16,800	5	1000	Yes	–	–	–
Guild Hall, Generic	–	5000	16,800	5	7200	Yes	–	–	–
Guild Hall, Naboo	–	5000	16,800	5	7200	Yes	–	–	–
Guild Hall, Tatooine	–	5000	16,800	5	7200	Yes	–	–	–
Turret Block, Large	–	3000	10,080	6	–	–	–	–	–
Turret Block, Medium	–	2000	6720	6	–	–	–	–	–
Turret Block, Small	–	1000	3360	6	–	–	–	–	–
Covert Detector	–	1500	5040	6	10,000	–	–	–	–
Turret Block, Large	–	3000	10,080	6	300,000	–	–	–	–
Turret Block, Medium	–	2000	6720	6	200,000	–	–	–	–
Turret Block, Small	–	1000	3360	6	75,000	–	–	–	–
Turret Dish, Small	–	1000	3360	6	75,000	–	–	–	–
Turret Dish, Large	–	3000	10,080	6	300,000	–	–	–	–
Turret Tower, Large	–	3000	10,080	6	300,000	–	–	–	–
Turret Tower, Medium	–	2000	6720	6	200,000	–	–	–	–
Turret Tower, Small	–	1000	3360	6	75,000	–	–	–	–
Rebel/Imperial HQ Turret, Style 1	–	5000	16,800	200	100,000	Yes	–	–	–
Rebel/Imperial HQ Turret, Style 2	–	10,000	33,600	200	100,000	Yes	–	–	–
Rebel/Imperial HQ Turret, Style 3	–	15,000	50,400	200	100,000	Yes	–	–	–
Rebel/Imperial HQ Turret, Style 4	–	20,000	67,200	200	100,000	Yes	–	–	–
Rebel/Imperial HQ Turret, Style 5	–	25,000	84,000	200	100,000	Yes	–	–	–
Player Merchant Tent	–	600	2016	3	4320	Yes	–	100	Place merchant tent
City Hall	–	–	–	–	1000	Yes	–	100	Place City Hall
Bank	2	–	–	–	1000	Yes	–	100	Place bank
Cantina	2	2500	8400	5	7200	Yes	–	100	Place cantina
Cloning Facility	3	–	–	–	1000	Yes	–	100	Place cloning
Hospital	3	2500	8400	5	7200	Yes	–	100	Place hospital
Theater	4	2500	8400	5	7200	Yes	–	100	Place theater
Shuttleport	4	–	–	–	1000	Yes	–	100	Place shuttleport
Large Garden	3	–	–	–	1000	Yes	–	100	Place large garden
Medium Garden	2	–	–	–	1000	Yes	–	100	Place medium garden
Small Garden	1	–	–	–	1000	Yes	–	100	Place small garden
Garage	2	–	–	–	1000	–	–	100	Place garage

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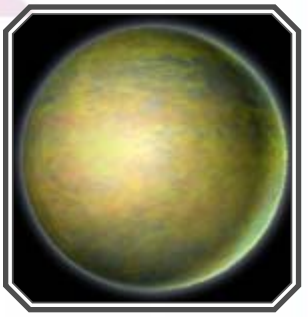
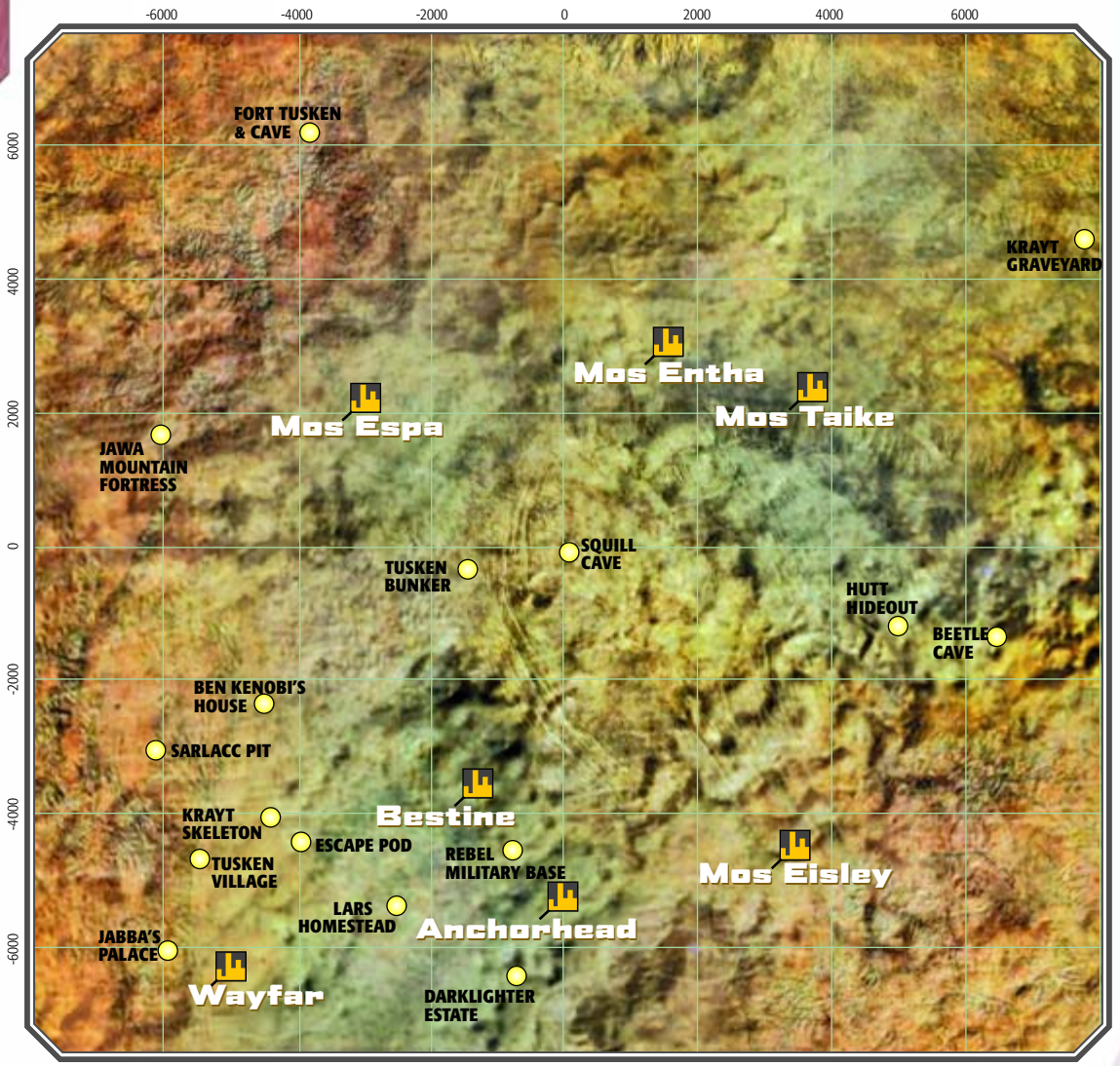
STAR WARS GALAXIES

TATOOINE



A harsh desert world, Tatooine orbits twin suns in the galaxy's Outer Rim. The planet's terrain includes tall mesas, deep canyons and the expansive Dune Sea.

Tatooine is far from the center of the galaxy, but it occupies a strategic location at the nexus of several hyperspace routes. As a result, it has become a way station for merchants, explorers and others traveling the Outer Rim. Tatooine has also been the site of many orbital battles between rival gangsters and



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smugglers, and its surface is littered with ancient starship wrecks, most of which have long since been scavenged by native Jawas or buried by the fierce sandstorms.

Much of Tatooine is inhospitable wasteland. However, unique wind patterns and atmospheric concentrations have made a small area of the planet livable. Most life-forms and settlements can be found in this "temperate zone."

Tatooine's native species include the diminutive, chattering Jawas and the terrifying Sand People. A host of dangerous creatures, including the dreaded krayt dragon, also inhabit Tatooine's wastes and pose a threat to any traveler.

Generally considered a lawless world, much of Tatooine is ruled by immoral crime lords, including Jabba the Hutt. Cities like Mos Eisley are criminal havens, attracting smugglers, thieves and mercenaries from throughout the galaxy. Hardworking settlers are typically confined to moisture farms located throughout the temperate zone. The Empire has taken control of Bestine, converting it into one of the most prominent Imperial outposts in the Outer Rim, and maintains garrisons in many other Tatooine cities. The Rebel Alliance has few full-fledged operatives on Tatooine, but many smugglers and other shady figures are sympathetic to the Rebellion's cause.

TATOOINE POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Beetle Cave (east)	6522, -1350
Ben Kenobi's House	-4512, -2270
Darklighter Estate	-718, -6683
Escape Pod	-3931, -4397
Fort Tusken	-3980, 6311
Fort Tusken Cave	-3960, 6233
Hutt Hideout (cave, southeast)	5121, 647
Jabba's Palace	-5856, -6183
Jawa Mountain Fortress	-6141, 1854
Krayt Graveyard	6839, 4320
Krayt Skeleton	-4632, -4346
Lars Homestead	-2579, -5500
Rebel Military Base (Fac. Bunker)	-784, -4451
Sarlacc Pit	-6169, -3387
Squill Cave (central)	70, -86
Tusken Bunker	-1493, -208
Tusken Village	-5322, -4444

CITIES OF TATOOINE

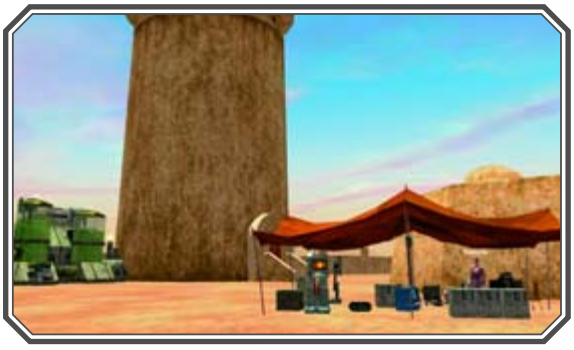
Anchorhead

BUILDINGS	COORDINATES
Cantina	-156, -5306
Cloning Facility	70, -5358
Shuttleport	48, -5335
Tavern	123, -5365

Mos Taike

BUILDINGS	COORDINATES
Cloning Facility	3888, 2351
Garage	3769, 2308
Tavern	3789, 2382

Wayfar



BUILDINGS	COORDINATES
Cantina (Door 1 / Door 2)	-5122, -6572 / -5220, -6591
Cloning Facility	-5072, -6620
Hotel	-5124, -6530
Medical Center	-5106, -6615

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Bestine

MAP	BUILDINGS	COORDS
A	Bank	-1267,-3670
B	Cantina (Door 1 / Door 2)	-1007, -3544 / -1456, -3667
C	Cantina	-1359, -3690
D	Capital	-1131, -3614
E	Cloning Facility	-1424, -3783
F	Guild Hall F	-1188, -3515
G	Guild Hall G	-1238, -3527
H	Guild Hall H	-1237, -3578
I	Hotel	-1178, -3648
J	Hospital (Door 1 / Door 2)	-1299, -3502 / -1355, -3477
K	Imperial Post	-1137, -3889
L	Museum	-1095, -3661
M	PA Hall	-1130, -3540
N	Shuttleport	-1090, -3558
O	Starport	-1294, -3590

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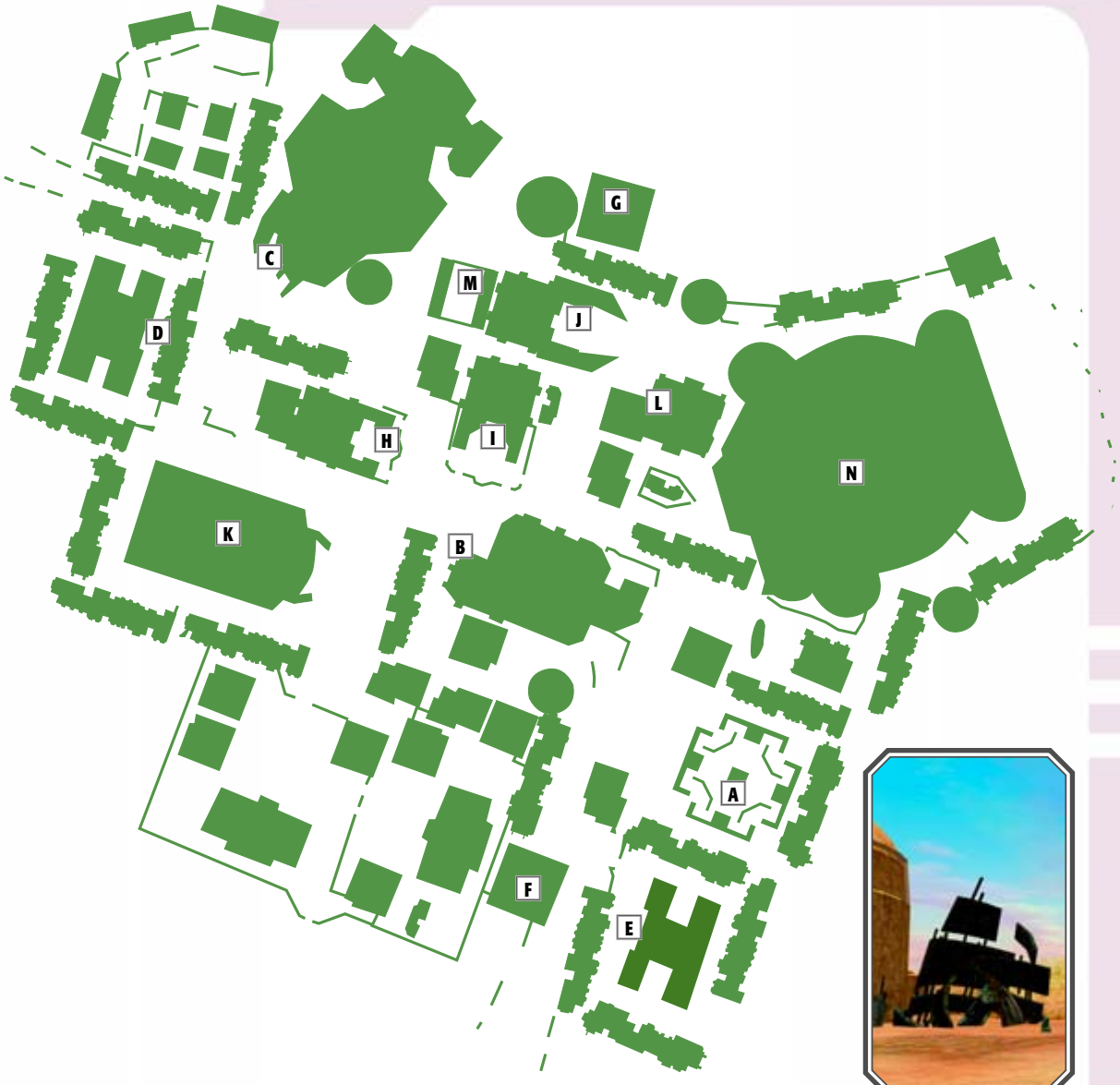

Mos Eisley

MAP	BUILDINGS	COORDS
A	Bank	3496, -4948
B	Cantina (Door 1 / Door 2)	3383, -4799 / 3468, -4851
C	Cantina (Lucky Despot)	3331, -4605
D	Cloning Facility	3257, -4635
E	Cloning Facility	3426, -5009
F	Garage	3385, -4974
G	Garage	3538, -4626
H	Guild Hall H	3354, -4713
I	Guild Hall I	3429, -4730
J	Guild Hall J	3483, -4686
K	Guild Hall K (Stage Door / Main Door)	3229, -4751 / 3303, -4766
L	Medical Center (Door 1/Door 2)	3516, -4769 / 3541, -4735
M	Shuttleport	3421, -4650
N	Starport	3539, -4751

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Mos Entha

MAP	BUILDINGS	COORDS
A	Bank	1277, 2939
B	Cantina (The Fallen Star)	1713, 3074
C	Cloning Facility	1324, 3457
D	Garage	1457, 3455
E	Garage	1777, 3066
F	Guild Hall F	1321, 3379
G	Guild Hall G	1378, 3011
H	Guild Hall H	1561, 3048
I	Guild Hall I	1434, 3372
J	Guild Hall J (Stage Door / Main Door)	1478, 3324 / 1411, 3295
K	Hotel	1535, 3403
L	Medical Center	1337, 3312
M	Shuttlport	1391, 3474
N	Shuttleport	1728, 3189
O	Starport	1284, 3128

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Mos Espa

MAP	BUILDINGS	COORDS
A	Bank	-2991, 2331
B	Cantina	-2991, 2124/
	(Door 1 / Door 2)	-3030, 2214
C	Cloning Facility	-3095, 2269
D	Garage	-2956, 2522
E	Garage	-2730, 2268
F	Garage	-2861, 1940

MAP	BUILDINGS	COORDS
G	Guild Hall G	-2857, 1987
H	Guild Hall H	-3062, 2077
I	Guild Hall I	-2997, 2426
J	Hotel	-3076, 2184
K	Imperial Post	-2590, 2111
L	Medical Center	-3139, 2084
	(Door 1 / Door 2)	-3149, 2125

MAP	BUILDINGS	COORDS
M	Shuttleport	-2800, 2179
N	Shuttleport	-3119, 2174
O	Shuttleport	-2893, 1927
P	Starport	-2896, 2123
Q	Watto's Junk Shop	-2908, 2434
	(Door 1 / Door 2)	-2891, 2408

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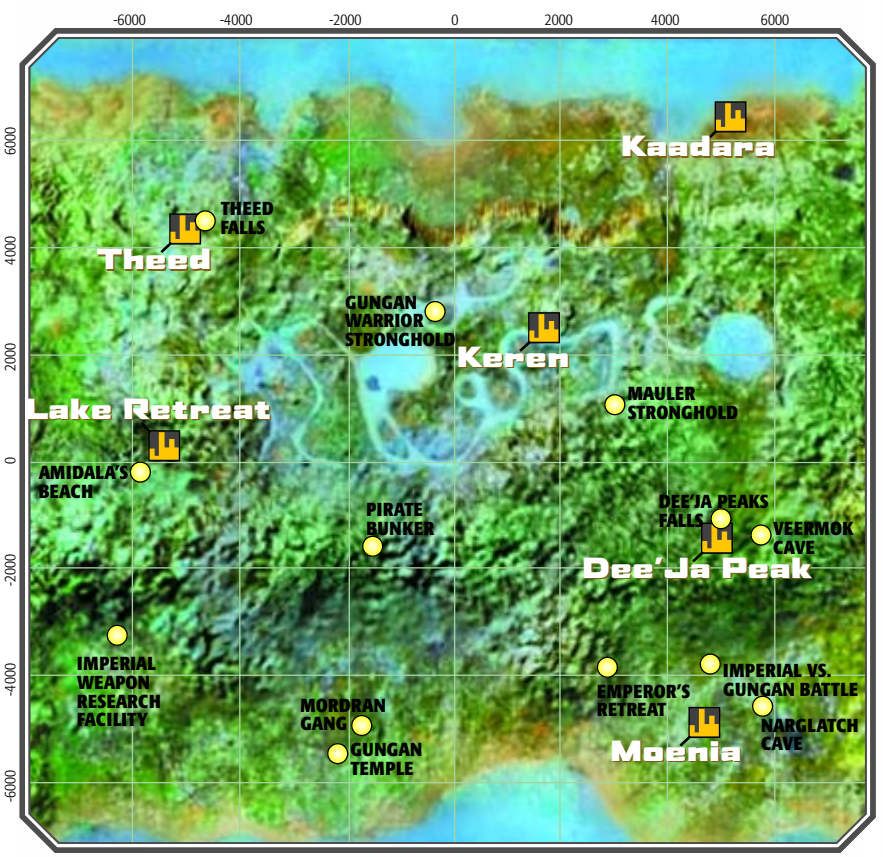
NABOO

Located in the Chommell sector, Naboo is a fairly idyllic world covered by dense swamps, rolling plains and verdant hills. The planet has two sentient species: peaceful humans who call themselves the Naboo; and the more aggressive, warlike Gungans. The Naboo populate many striking cities, including Theed and Moenia, while the Gungans reside deep in the planet's foreboding swamps. Naboo's pleasant climate and numerous terrain types have also given rise to dozens of native animal species, from the towering, reptilian fambaa to the deadly tusk cat.

Human colonists from the planet Grizmalit discovered Naboo nearly four thousand years before the Battle of Yavin. Within weeks of their arrival, the settlers encountered the Gungans. Although immediately distrustful of one another, neither species attacked the other, and the humans were allowed to establish their first settlements without incident. Over the next several decades, the settlers slowly spread across the planet's largest landmass, building cities and villages to support their growing numbers. The human colonists kept to the grassy plains and ocean coastlines, only occasionally treading into Gungan territory. Despite this, tension



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between the humans and the Gungans remained strong. The friction between the Gungans and the Naboo was based largely on cultural differences, but armed clashes were extremely rare.

The conflict, now known as the Battle of Naboo, marked a new era of the cooperation between the two cultures. Unfortunately, after the Emperor rose to power, he made a special effort to quickly bring Naboo under his control. When the Imperial forces arrived on the planet, allegedly to "protect" Naboo's resources, the Gungan population migrated deeper into the swamps, yet again isolating themselves from the rest of Naboo.

Although Naboo is home to numerous Imperials and even hosts one of the Emperor's strongholds, the Naboo themselves have managed to preserve much of their culture. They remain a largely democratic society ruled by an elected monarch. Naboo gain the right to vote after passing aptitude tests that determine intellectual maturity, and political leaders are often far younger than their peers on other worlds. The Naboo are still an extremely peaceful people, focusing all of their energies into art, science and education. They maintain a small security force to protect their cities from rabble-rousers and criminals, but they have no standing army. Although it's been rumored that the current monarch, Queen Kylantha, is extremely loyal to the Emperor, she has yet to dissolve the Naboo Royal Advisory Council or impose any significant changes in the Naboo's democratic structure. According to some sources, Rebel cells also flourish in some areas of Naboo, including Theed and the swamplands.

NABOO POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Amidala's Beach	-5828, -93
Dee'ja Peaks Falls	5174, -1550
Emperor's Retreat	2421, -3941
Gungan Temple	-2104, -5408
Gungan Warrior Stronghold	-272, 2878
Imperial vs. Gungan Battle	4825, -3820
Imperial Weapon Research Facility (Faction Bunker)	-6456, -3235
Mauler Stronghold	2963, 1109
Mordran Gang	-1952, -5279
Narglatch Cave	5864, -4681
Pirate Bunker	-1507, -1729
Theed Falls	-4627, 4207
Veermok Cave	5741, -1546

CITIES OF NABOO

Dee'Ja Peak

BUILDINGS	COORDS
Capitol	4680, -1390
Guild Hall 1	4941, -1469
Guild Hall 2	4730, -1293
Guild Hall 3 (Stage Door / Front Door)	4873, -1501 / 4943, -1475
Guild Hall 4	4920, -1403
Hotel	5135, -1459
Shuttleport (Path to Bridge)	5337, -1578 (5176, -1493)

Lake Retreat

BUILDINGS	COORDS
Hotel	-5557, -34
Shuttleport	-5489, -21

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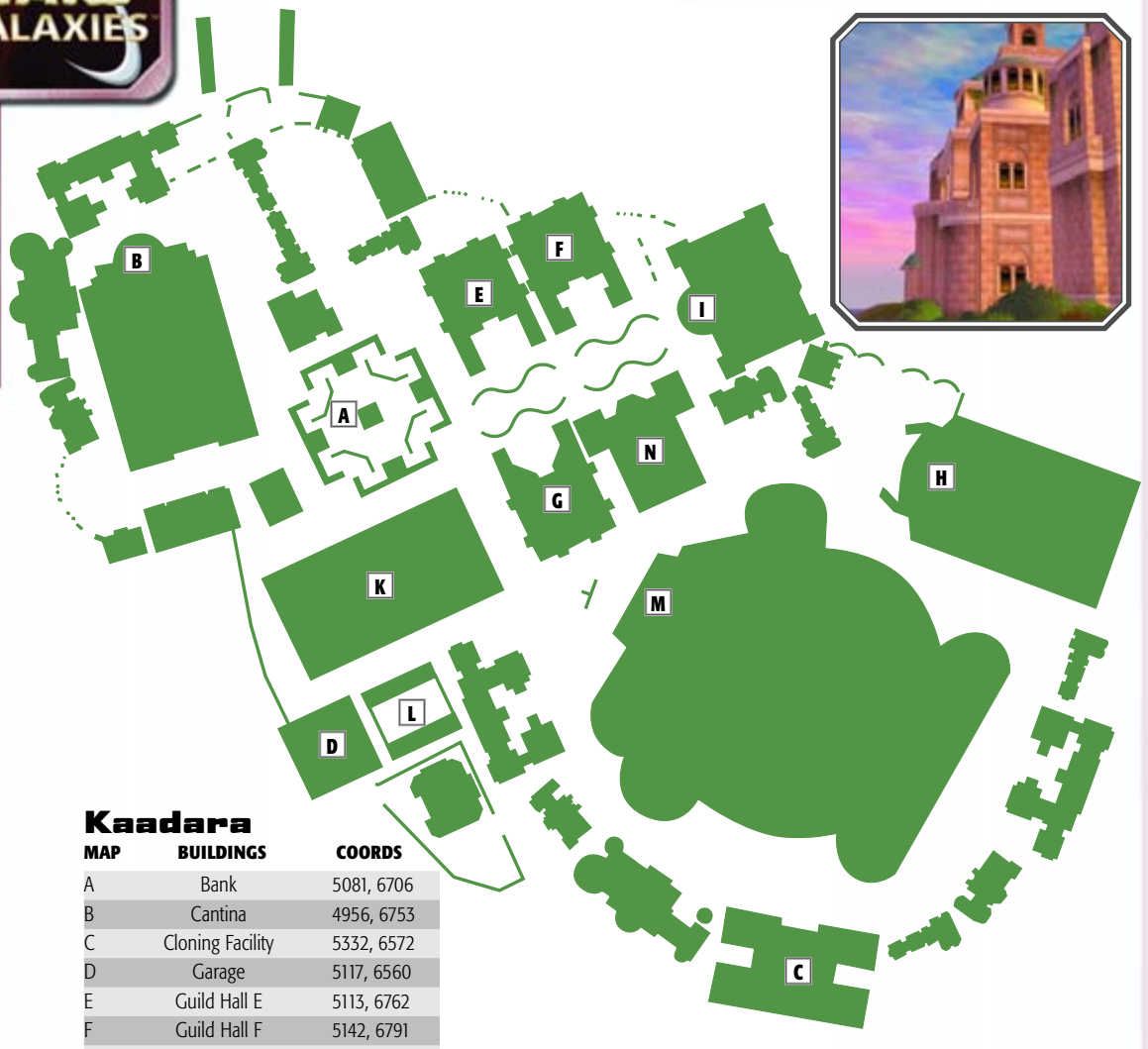

Kaadara

MAP	BUILDINGS	COORDS
A	Bank	5081, 6706
B	Cantina	4956, 6753
C	Cloning Facility	5332, 6572
D	Garage	5117, 6560
E	Guild Hall E	5113, 6762
F	Guild Hall F	5142, 6791
G	Guild Hall G	5154, 6715
H	Guild Hall H	5310, 6766 /
	(Stage Door / Front Door)	5379, 6793
I	Hotel	5188, 6790
J	Imperial Post	5364, 6447
K	Medical Center (Door 1 /	5128, 6635 /
	Door 2 /	5096, 6666 /
	Door 3 /	5103, 6614 /
	Door 4)	5075, 6642
L	Shuttleport	5127, 6613
M	Starport	5216, 6677
N	PA Hall	5174, 6740

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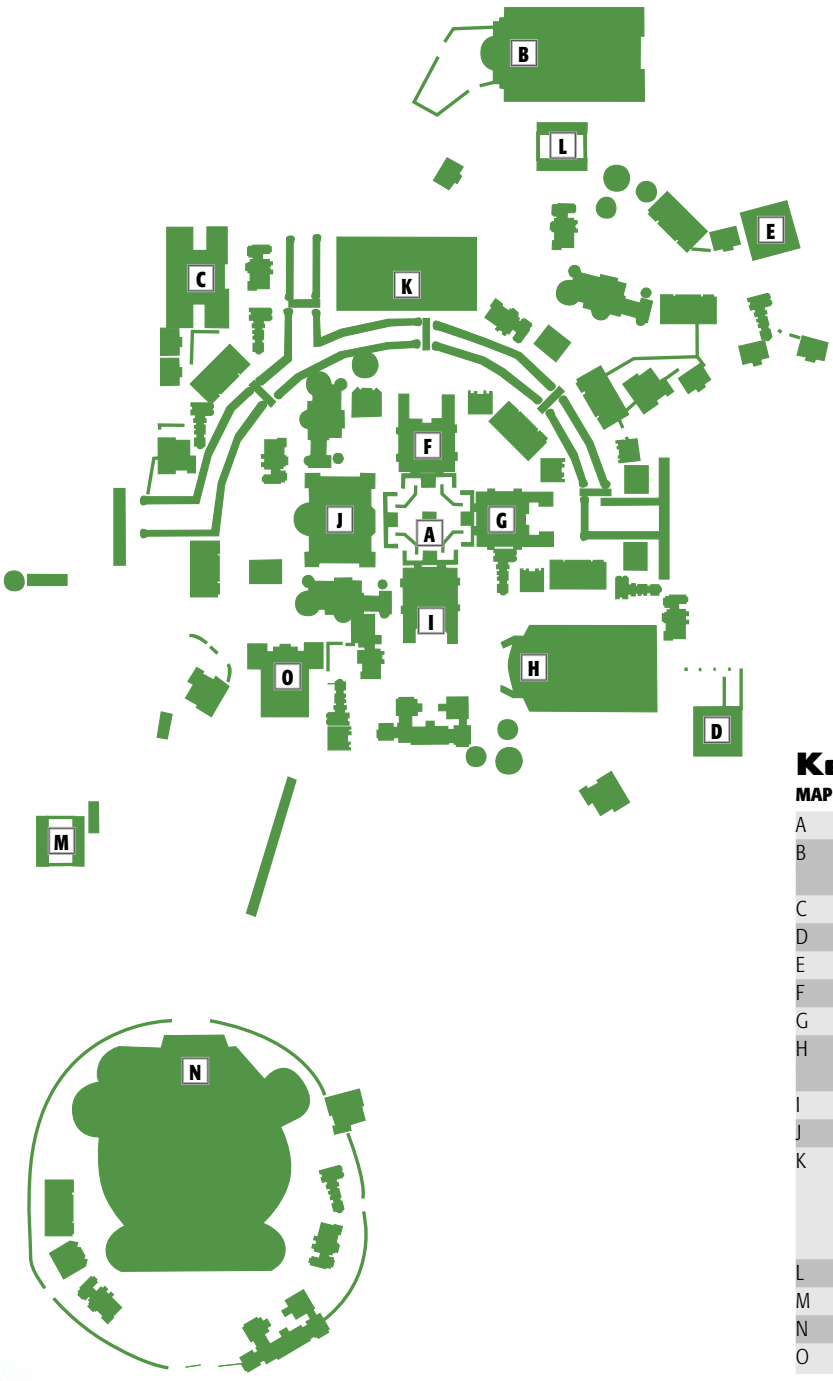

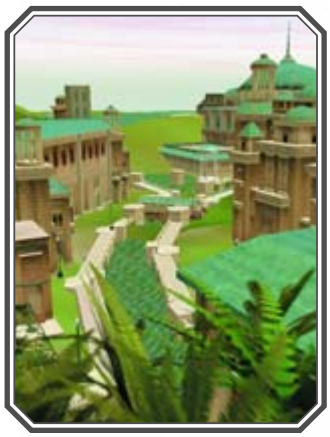

Keren

MAP	BUILDINGS	COORDS
A	Bank	1785, 2618
B	Cantina (Door 1 / Door 2)	2102, 2574 / 2113, 2477
C	Cloning Facility	1949, 2739
D	Garage	1649, 2442
E	Garage	1960, 2389
F	Guild Hall F	1854, 2614
G	Guild Hall G	1787, 2546
H	Guild Hall H (Stage Door / Front Door)	1686, 2553 / 1715, 2484
I	Guild Hall I	1718, 2614
J	Hotel	1786, 2703
K	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	1974, 2636 / 1974, 2603 / 1931, 2603 / 1931, 2636
L	Shuttleport	2028, 2526
M	Shuttleport	1563, 2841
N	Starport	1431, 2770
O	PA Hall	1698, 2696

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STAR WARS GALAXIES

Moenia

MAP	BUILDINGS	COORDS
A	Bank	4801, -4862
B	Cantina (Door 1 / Door 2)	4875, -4671 / 4848, -4574
C	Cloning Facility	5005, -4930
D	Garage	4663, -4771
E	Guild Hall E	4721, -4966
F	Guild Hall F	4805, -4979
G	Guild Hall G	4905, -4803
H	Hotel	4686, -4893
I	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	4902, -4908 / 4902, -4949 / 4935, -4908 / 4935, -4949
J	Shuttleport	49769, -4890
K	Starport	4796, -4696

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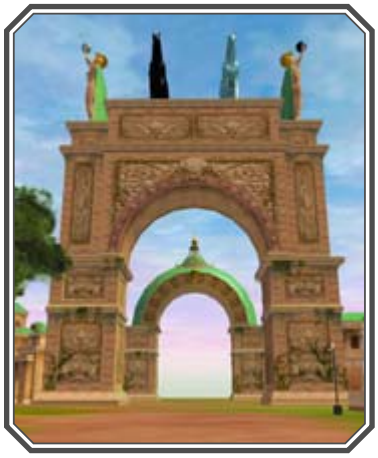

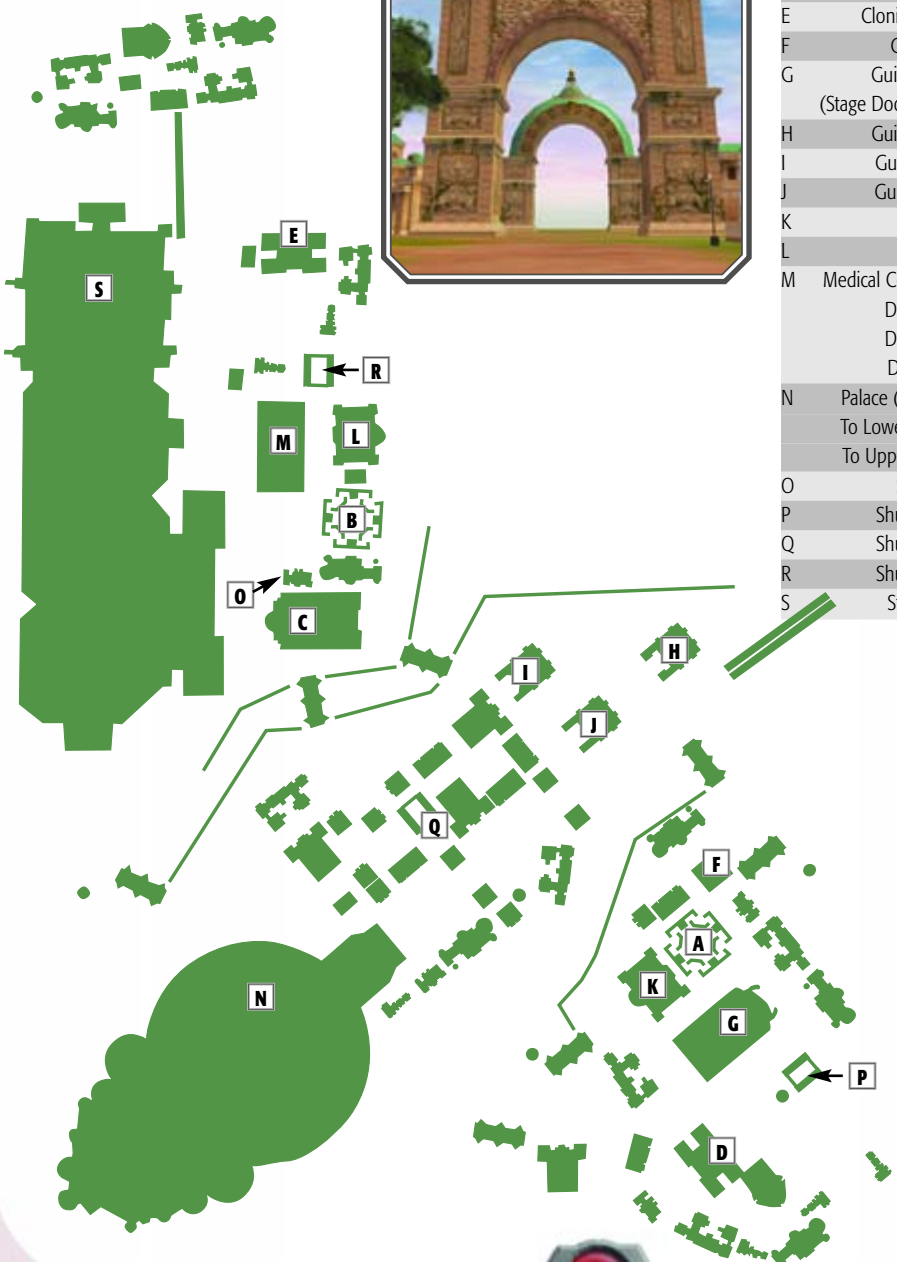

Theed

MAP	BUILDINGS	COORDS
A	Bank	-5705, 4163
B	Bank	-5126, 4156
C	Cantina (Door 1 / Door 2)	-5154, 4293 -5207, 4209
D	Cloning Facility	-5884, 4321
E	Cloning Facility	-4890, 4042
F	Garage	-5671, 4110
G	Guild Hall G (Stage Door / Front Door)	-5818, 4236 / -5792, 4167
H	Guild Hall H	-5452, 4014
I	Guild Hall I	-5369, 4140
J	Guild Hall J	-5456, 4120
K	Hotel	-5708, 4261
L	Hotel	-5082, 4079
M	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-4990, 4169 / -5015,4190 / -5044, 4157 / -5020, 4134
N	Palace (Front Door / To Lower Overlook / To Upper Overlook)	-5496, 4479 / -5462, 4792 / -5486, 4836
O	Salon	-5121, 4259
P	Shuttleport	-5862, 4171
Q	Shuttleport	-5410, 4316
R	Shuttleport	-5000, 4080
S	Starport	-4848, 4172

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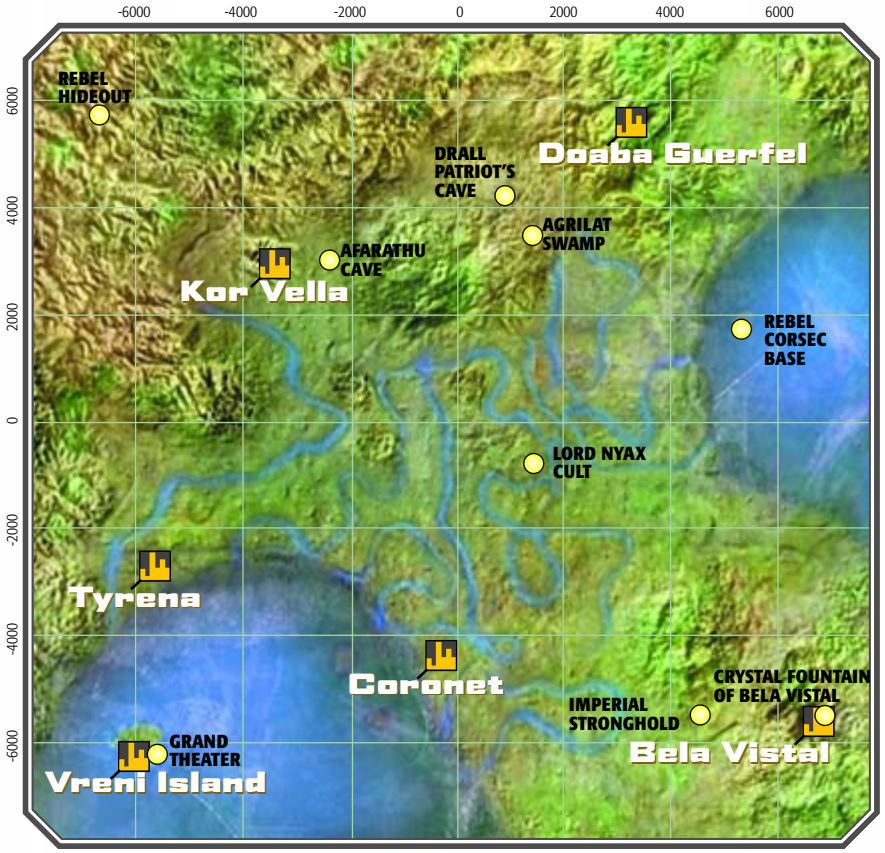
CORELLIA

Corellia is the central planet of the Corellian system, which is well-known for its starship manufacturing facilities and steady supply of talented pilots. A temperate and habitable world, Corellia is marked by rolling hills, thick forests, lush fields, golden beaches and large seas. Because most of Corellia's manufacturing facilities are located in orbit around the planet, the world itself remains rural and underdeveloped. Urban blight is nearly non-existent, and most Corellians live in small towns or farming communities. The planet does support a handful of cities, including Coronet and Tyrena.

Corellia is populated by all three of the system's sentient species: humans, Selonians and Drall. As Corellia has limited settlements, wildlife has also flourished on the planet.

As a member of the Core Worlds, Corellia is often considered part of the Empire, but the planet was also the site of the signing of the Corellian Treaty, which officially formed the Alliance to Restore the Republic (more commonly known as the Rebel Alliance). In truth, since the Corellian Treaty, the planet has remained fairly



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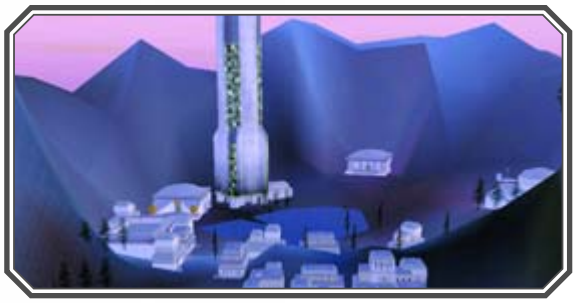
neutral in the Galactic Civil War. Corellia does have a noticeable Imperial presence, but the Empire has not yet Imperialized any of Corellia's corporations, taken control of Corellian cities, or imposed martial law. Rumors have also emerged that Princess Leia Organa has established a hidden "command and control" center for Rebel operations on Corellia and seeks the services of sympathizers to aid the Rebellion.

CORELLIA POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Afarathu Cave	-2483, 2907
Agrilat Swamp	1402, 3802
Crystal Fountain of Bela Vistal	6760, -5617
Drall Patriot's Cave	1042, 4193
Grand Theater of Vreni Island	-5421, -6212
Imperial Stronghold (Faction Dungeon)	4651, -5617
Lord Nyax Cult	1414, -317
Rebel Hideout	-6584, 5915
Rogue Corsec Base	5291, 1494

CITIES OF CORELLIA

Bela Vistal



BUILDINGS	COORDS
Cantina (Door 1 / Door 2)	6735, -5708 / 6723, -5708
Cloning Facility	6863, -5719
Guild Hall 1	6853, -5443
Guild Hall 2	6706, -5540
Guild Hall 3	6854, -5784
Hotel	6909, -5581
Medical Center (Door 1 / Door 2)	6713, -5920 / 6713, -5962
Shuttleport	6637, -5921
Shuttleport	6937, -5536

Vreni Island

BUILDINGS	COORDS
Cantina	-5163, -6417
Doctor's Office	-5307, -6403
Hotel	-5516, -6180
Salon	-5156, -6368
Shuttleport	-5552, -6057

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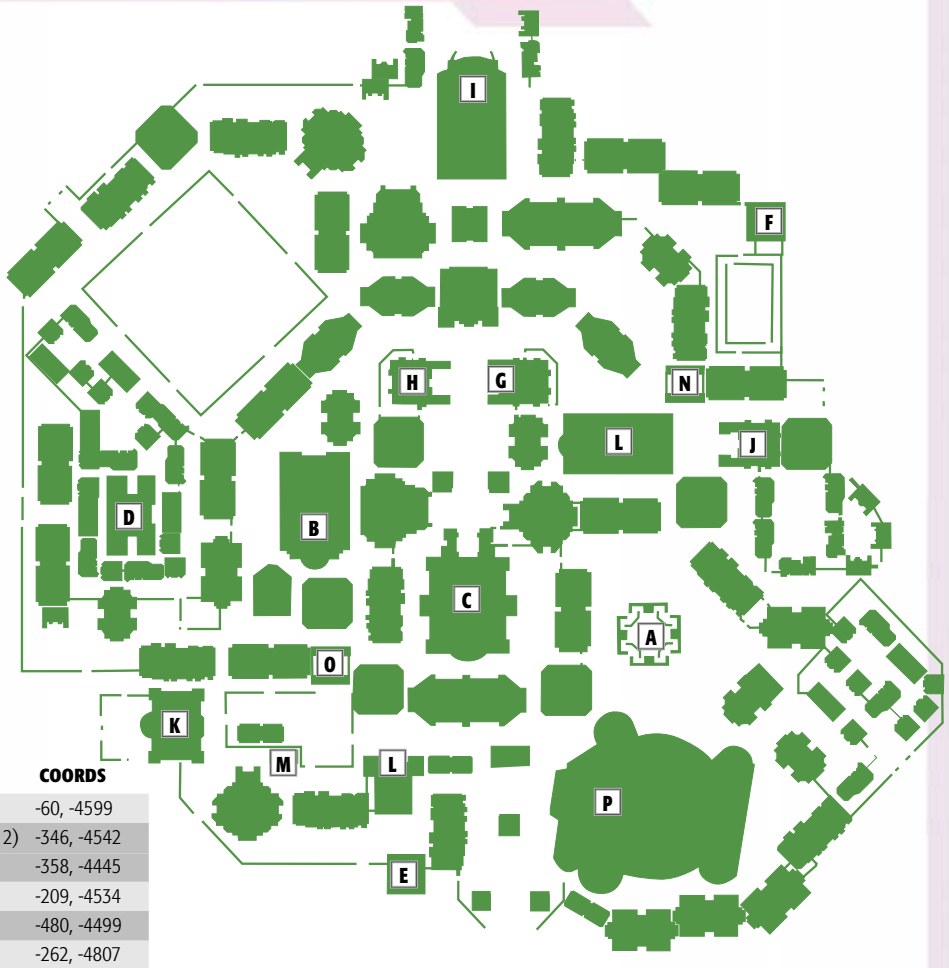

Coronet

MAP	BUILDINGS	COORDS
A	Bank	-60, -4599
B	Cantina (Door 1 / Door 2)	-346, -4542
		-358, -4445
C	Capital	-209, -4534
D	Cloning Facility	-480, -4499
E	Garage	-262, -4807
F	Garage	45,-4239
G	Guild Hall G	-177, -4390
H	Guild Hall H	-240, -4389
I	Guild Hall I (Stage Door /	-181, -4202 /
	Front Door)	-210, -4135
J	Guild Hall J	20, -4439
K	Hotel	-492, -4672
L	Medical Center (Door 1 /	-106, -4461
	Door 2 /	-106, -4421,
	Door 3 /	-72, -4421
	Door 4)	-72, -4461
M	Salon	-366, -4698
N	Shuttleport	-23, -4401
O	Shuttleport	-329, -4636
P	Starport	-131, -4723
Q	PA Hall	-273, -4733

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Doaba Guerfel

MAP	BUILDINGS	COORDS
A	Bank	3207, 5382
B	Cantina (Door 1 / Door 2)	3268, 5373
		3207, 5296
C	Cloning Facility	3325, 5725
D	Guild Hall D	3468, 5462
	(Stage Door / Front Door)	3396, 5479
E	Guild Hall E	3183, 5240
F	Guild Hall F	3120, 5269
G	Guild Hall G	3160, 5011
H	Hotel	3108, 5205
I	Medical Center	3262, 5422
	(Door 1 / Door 2)	3289,5396
J	Shuttleport	3078, 4995
K	Starport	3340, 5534

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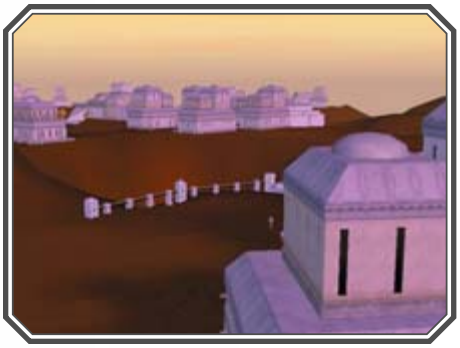
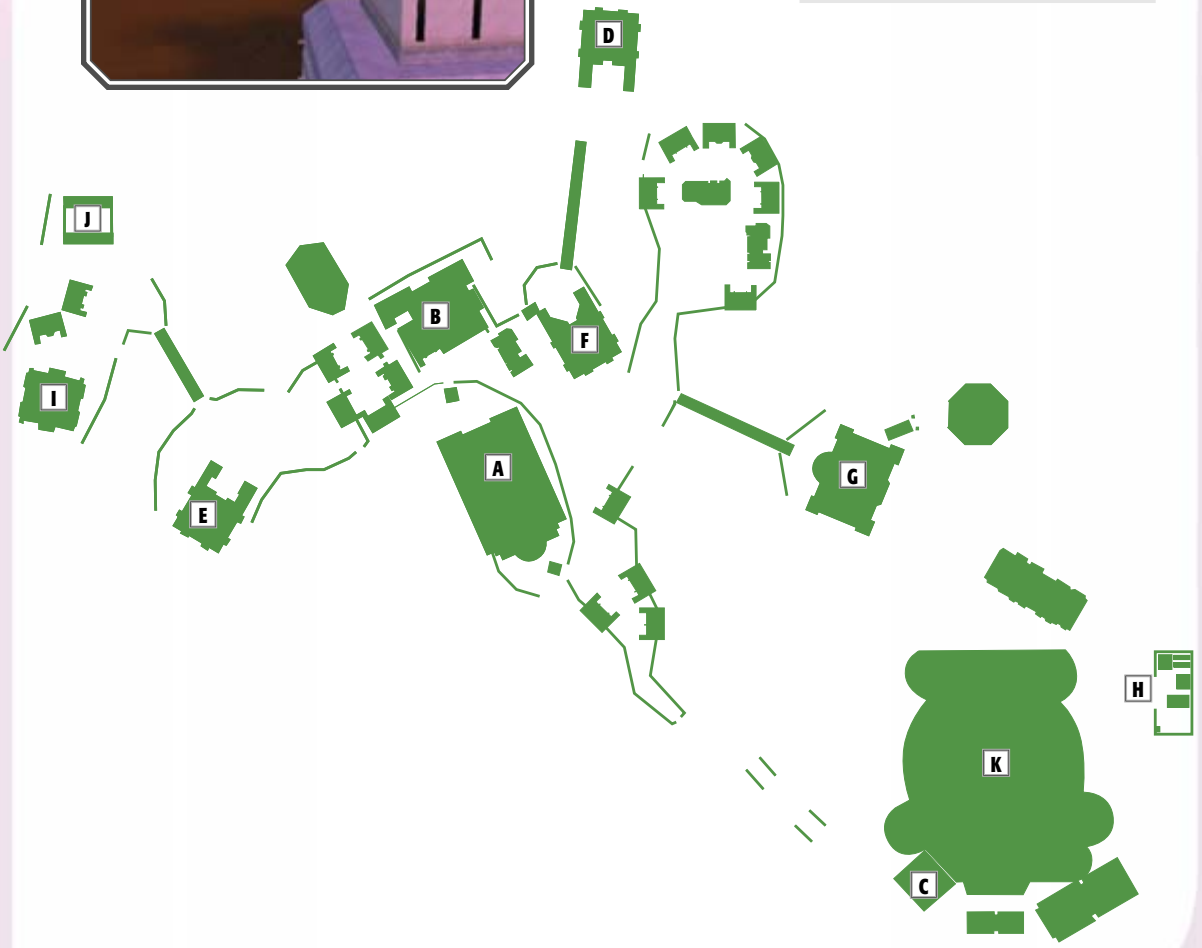
Kor Vella

MAP	BUILDINGS	COORDS
A	Cantina (Door1 / Door 2)	-3464, 3039 / -3515, 3125
B	Cloning Facility (lower level)	-3543, 3220
C	Garage	-3194, 2804
D	Guild Hall D	-3412, 3365
E	Guild Hall E	-3680, 3079
F	Guild Hall F	-3432, 3196
G	Hotel	-3267, 3108
H	Imperial Post	-2999, 2909
I	Medical Center (Door 1 / Door 2)	-3793, 3157 / -3801, 3116
J	Shuttleport	-3773, 3240
K	Starport	-3138,2815





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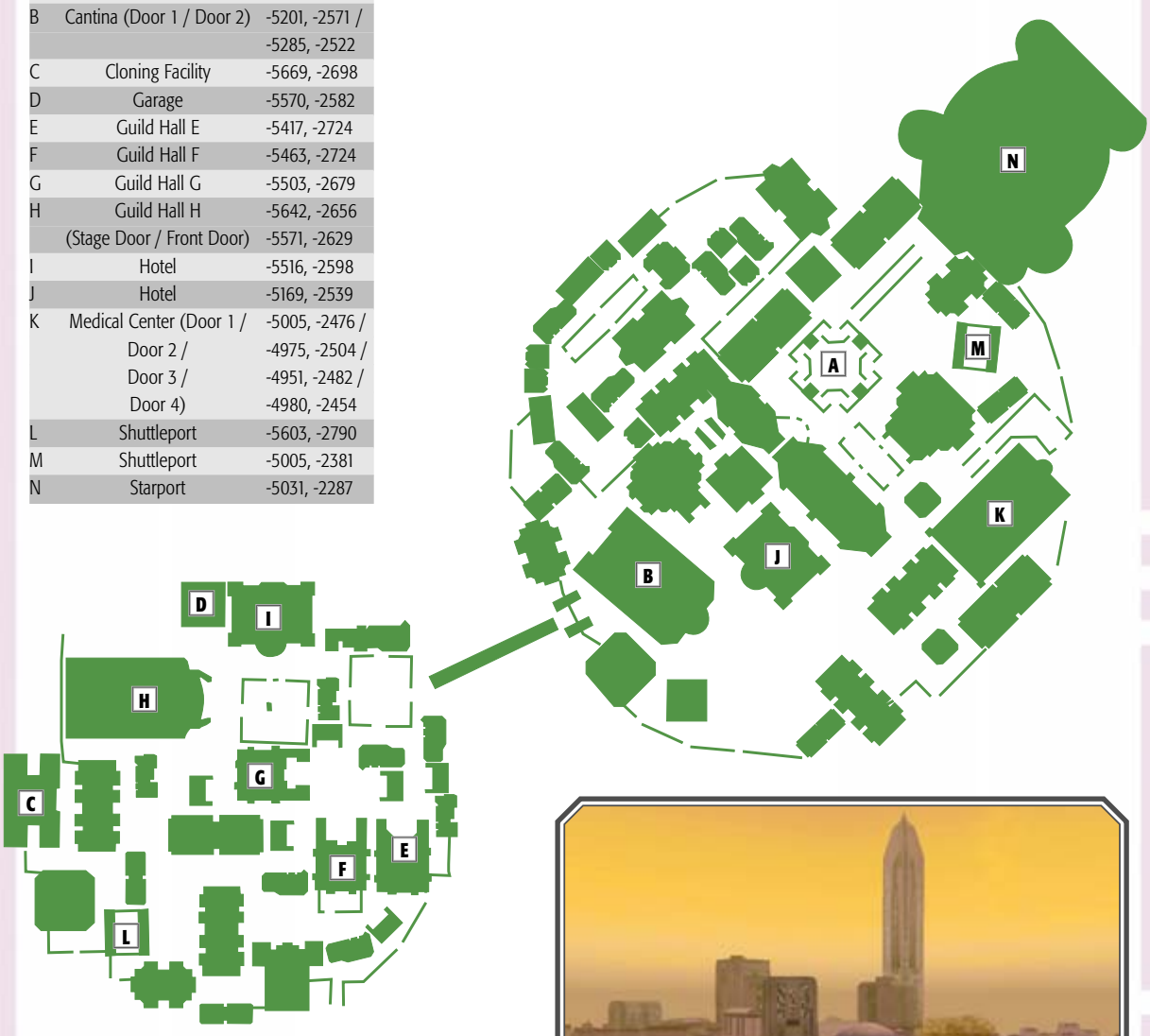
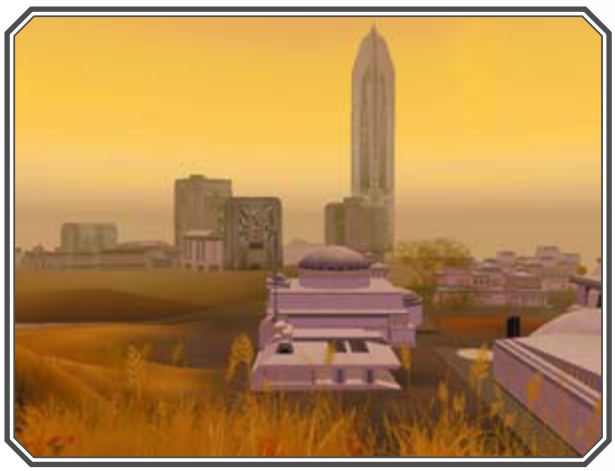
Tyrena

MAP	BUILDINGS	COORDS
A	Bank	-5110, -2387
B	Cantina (Door 1 / Door 2)	-5201, -2571 / -5285, -2522
C	Cloning Facility	-5669, -2698
D	Garage	-5570, -2582
E	Guild Hall E	-5417, -2724
F	Guild Hall F	-5463, -2724
G	Guild Hall G	-5503, -2679
H	Guild Hall H	-5642, -2656
	(Stage Door / Front Door)	-5571, -2629
I	Hotel	-5516, -2598
J	Hotel	-5169, -2539
K	Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	-5005, -2476 / -4975, -2504 / -4951, -2482 / -4980, -2454
L	Shuttleport	-5603, -2790
M	Shuttleport	-5005, -2381
N	Starport	-5031, -2287





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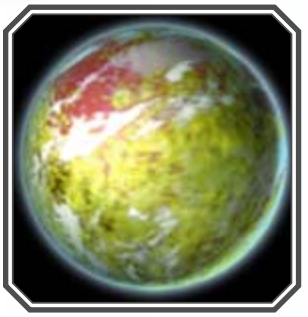
RORI



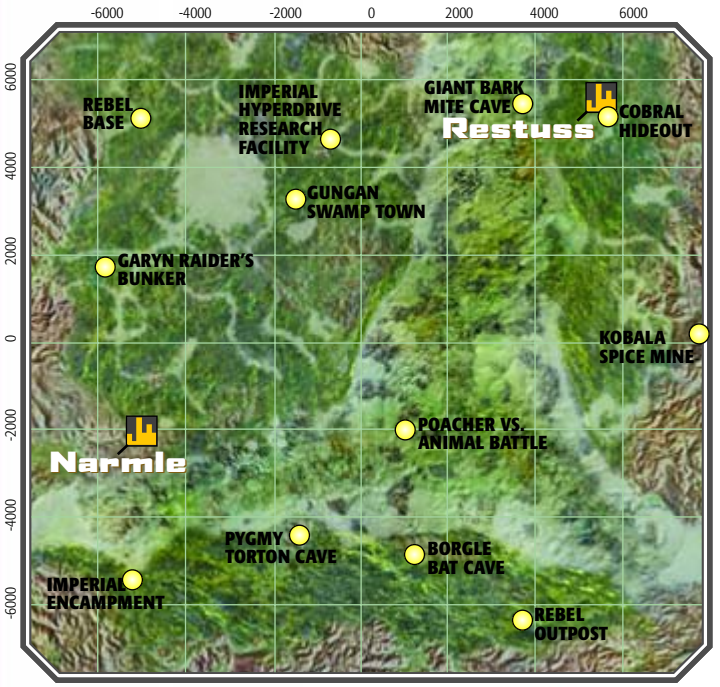
A moon of Naboo, Rori is an overgrown, wild world dominated by oppressive gray skies, thick jungles and thick swamps. It supports only two small colonies, which are separated by a giant, reed-infested bog.

Rori was officially colonized about two thousand years before the Battle of Naboo, during the short-lived reign of King Narmle, a restless explorer who spent most of his time visiting distant worlds in search of new vistas. The Naboo Royal Advisory Council soon suggested that Narmle relinquish the throne and become an ambassador. Before leaving office as King, however, Narmle personally planned the construction of a small settlement on Rori. He envisioned that Rori would one day become an active agricultural hub, supplying food and medicines to other neighboring planets. Unfortunately, Rori attracted few settlers. Frustrated, Narmle left Rori and vanished into the Outer Rim forever.

In the centuries since Narmle's disappearance, Rori's population has grown only slightly. During an outbreak of brainworm rot some two hundred years before the Battle of Naboo, the Advisory Council commissioned the construction of a second space port on Rori; this city, known as Restuss, was used for decades as a quarantined processing center for colonists traveling to Naboo. Although both Restuss and Narmle were built by Naboo architects, most of the moon's current colonists have been drawn from other, less hospitable worlds, including Iridonia and Ryloth. The Gungans, who colonized the Naboo moon of Ohma-D'un, have also established small outposts on Rori.

Rori does receive regular supplies from Naboo and travel between the moon and its parent planet is routine. Members of the Naboo Royal Security Forces are stationed in both Restuss and Narmle, and Rori's governor sits on the Naboo Royal Advisory Council.

The Empire also views Rori as little more than a small Naboo outpost and expects all of the moon's inhabitants to remain loyal to Emperor Palpatine. In reality, Rori's denizens are far more independent than the "planetary" Naboo and it is believed that the moon harbors some Rebels.



RORI POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Borgle Bat Cave	902, -4933
Gungan Swamp Town	-1986, 3339
Cobral Hideout	5464, 5045
Garyn Raider's Bunker	-6004, -1851
Giant Bark Mite Cave	3584, 5419
Imperial Hyperdrive Research Facility (Fac. Bunker)	-1070, 4542
Imperial Encampment (Fac. Bunker)	-5651, -5660
Kobala Spice Mine	7304, 63
Poacher vs. Animal Battle	773, -2109
Pygmy Torton Cave	-1814, -4533
Rebel Base (Fac. Bunker)	-5356, 5043
Rebel Outpost	3669, -6586

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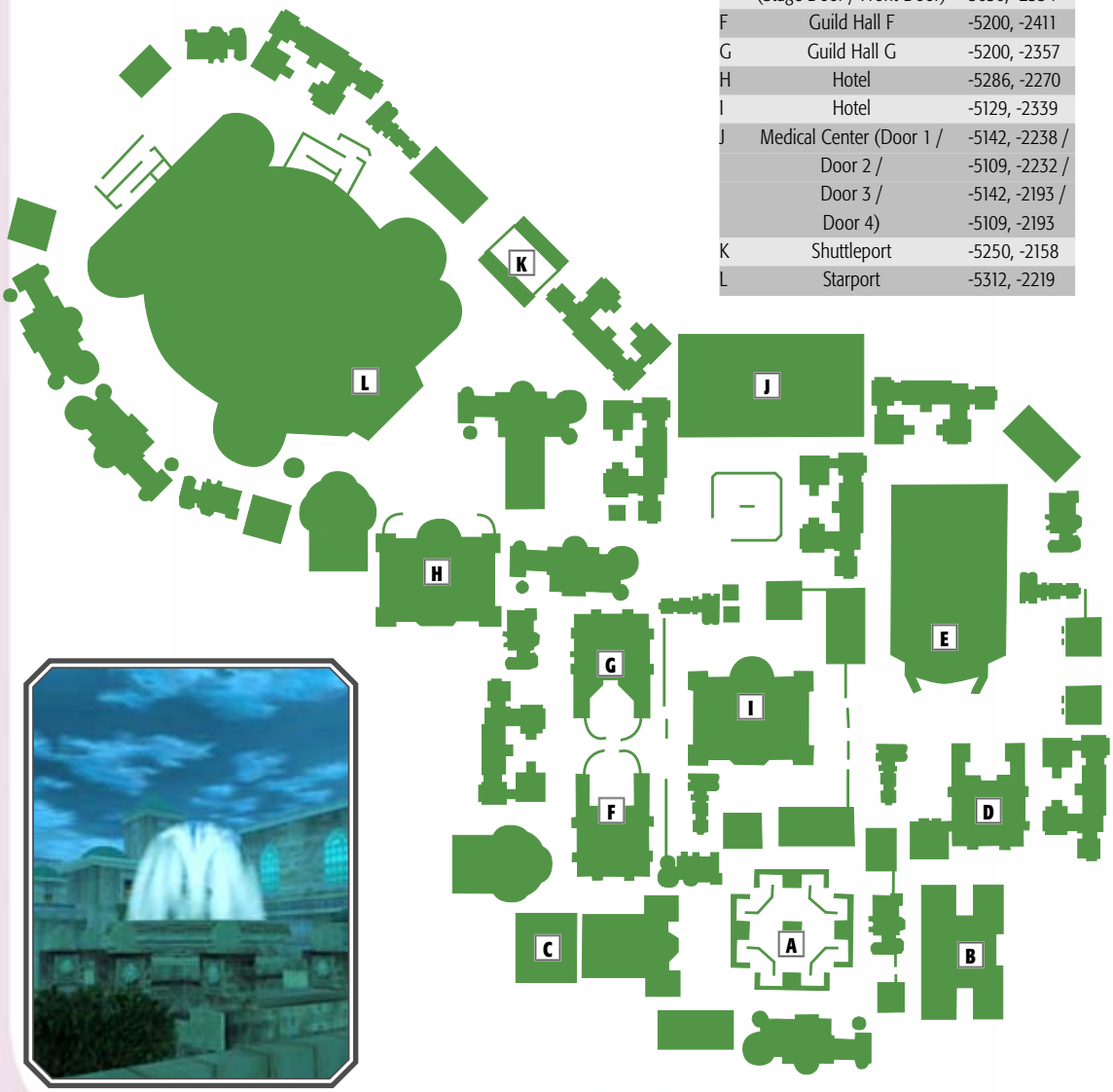
CITIES OF RORI

Narmle

MAP	BUILDINGS	COORDS
A	Bank	-5086, -2452
B	Cloning Facility	-5002, -2482
C	Garage	-5231, -2494
D	Guild Hall D	-5011, -2398
E	Guild Hall E	-5056, -2281 /
	(Stage Door / Front Door)	-5030, -2354
F	Guild Hall F	-5200, -2411
G	Guild Hall G	-5200, -2357
H	Hotel	-5286, -2270
I	Hotel	-5129, -2339
J	Medical Center (Door 1 /	-5142, -2238 /
	Door 2 /	-5109, -2232 /
	Door 3 /	-5142, -2193 /
	Door 4)	-5109, -2193
K	Shuttleport	-5250, -2158
L	Starport	-5312, -2219



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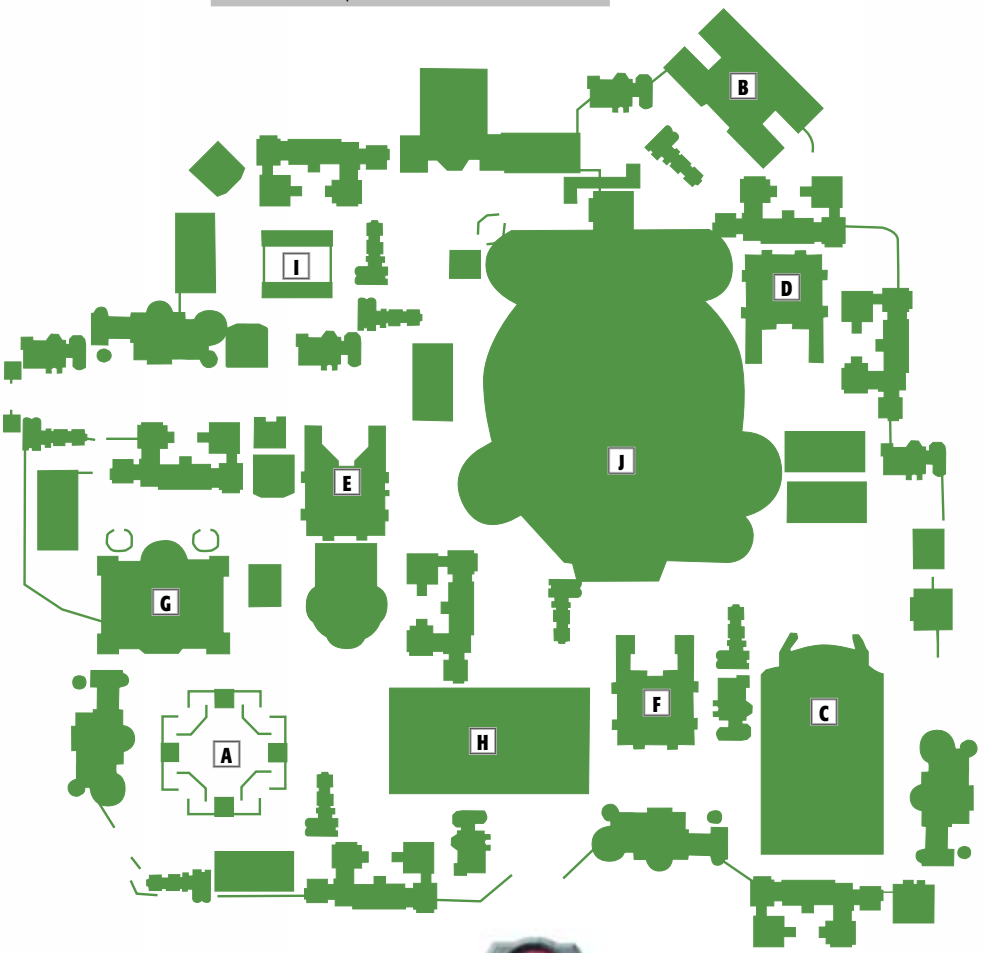
Restuss

MAP	BUILDINGS	COORDS
A	Bank	5196, 5584
B	Cloning Facility	5412, 5881
C	Guild Hall C	5466, 5628
	(Stage Door / Front Door)	5494, 5561
D	Guild Hall D	5445, 5782
E	Guild Hall E	5237, 5722
F	Guild Hall F	5385, 5626
G	Hotel	5150, 5683
H	Medical Center (Door 1 /	5314, 5613 /
	Door 2 /	5314, 5573 /
	Door 3 /	5281, 5573 /
	Door 4)	5281, 5613
I	Shuttleport	5213, 5796
J	Starport	5364, 5666



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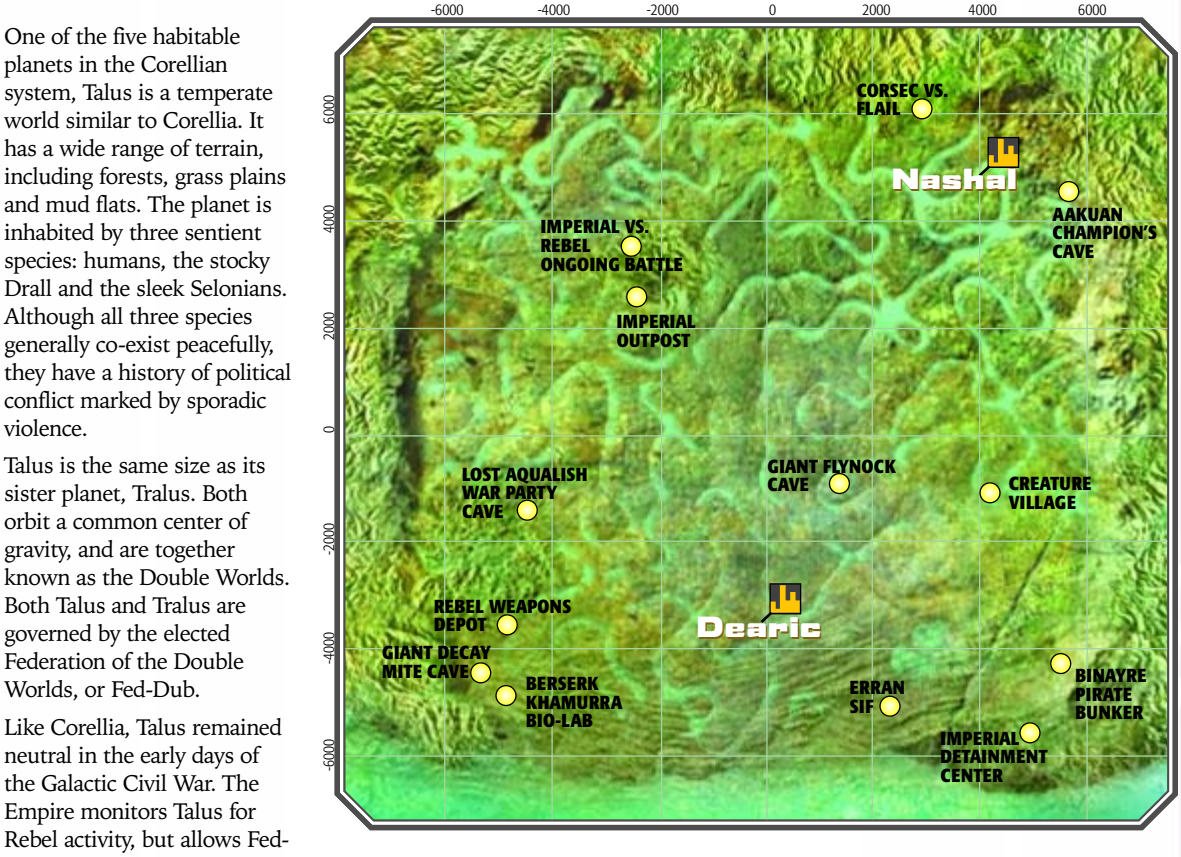
TALUS

One of the five habitable planets in the Corellian system, Talus is a temperate world similar to Corellia. It has a wide range of terrain, including forests, grass plains and mud flats. The planet is inhabited by three sentient species: humans, the stocky Drall and the sleek Selonians. Although all three species generally co-exist peacefully, they have a history of political conflict marked by sporadic violence.

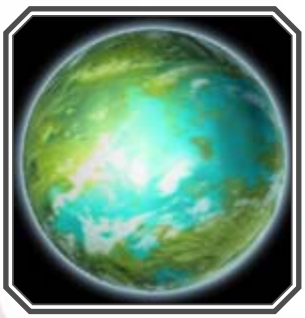
Talus is the same size as its sister planet, Tralus. Both orbit a common center of gravity, and are together known as the Double Worlds. Both Talus and Tralus are governed by the elected Federation of the Double Worlds, or Fed-Dub.

Like Corellia, Talus remained neutral in the early days of the Galactic Civil War. The Empire monitors Talus for Rebel activity, but allows Fed-Dub to operate independently and has yet to interfere with any of the planet's major corporations. Although less renowned than Corellia, the planet has a vibrant economy that revolves around starship manufacturing.



TALUS POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Aakuan Champion's Cave	5939, 4562
Berserk Khamurra Bio-Lab	-4816, -4752
Binayre Pirate Bunker	5526, -4073
Corsec vs. Flail	2938, 6004
Creature Village	4174, 1162
Erran Sif	2145, -5576
Giant Decay Mite Cave	-5505, -4680
Giant Flynock Cave	1508, -858
Imperial Detainment Center (Fac. Bunker)	4963, -5977
Imperial Outpost	-2193, 2494
Imperial vs Rebel Ongoing Battle	-2595, 3724
Lost Aqualish War Party Cave	-4268, -1432
Rebel Weapons Depot (Faction Bunker)	-4899, -3137



Talus holds many mysteries. It is rumored that a planetary repulsor is located beneath the world's surface. This device may have been used eons before the Battle of Yavin, presumably to move Talus from an unknown location into its current orbit.

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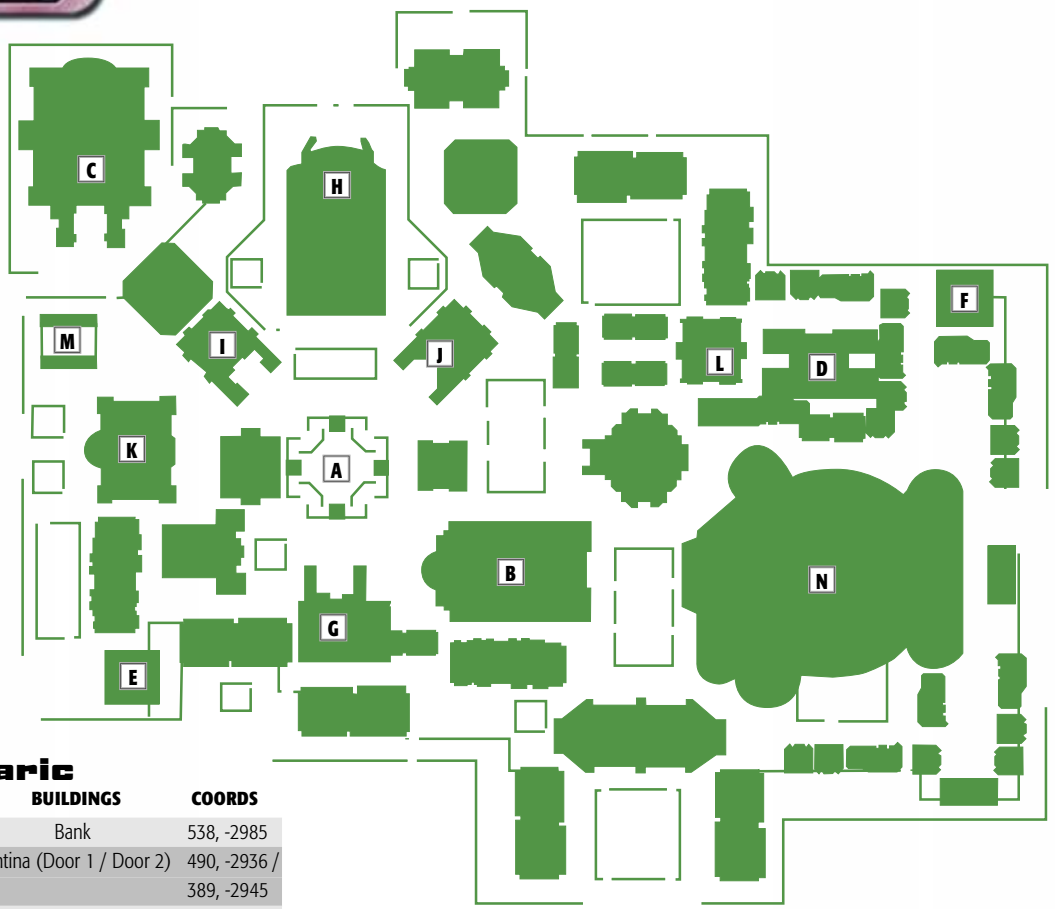
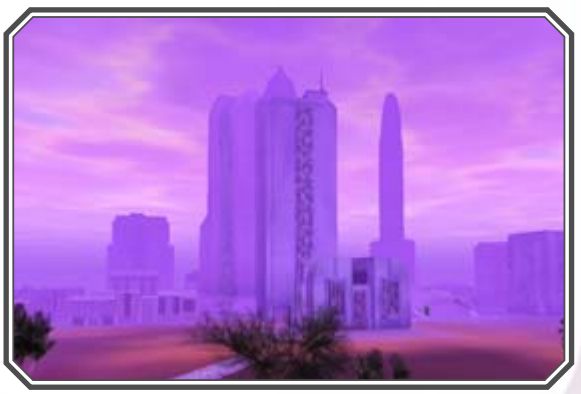
CITIES OF TALUS



Dearic

MAP	BUILDINGS	COORDS
A	Bank	538, -2985
B	Cantina (Door 1 / Door 2)	490, -2936 / 389, -2945
C	Capitol	684, -3139
D	Cloning Facility	254, -3070
E	Garage	675, -2867
F	Garage	185, -3087
G	Guild Hall G	540, -2916
H	Guild Hall H (Stage Door / Front Door)	512, -3095 / 540, -3161
I	Guild Hall I	597, -3047
J	Guild Hall J	482, -3046
K	Hotel	692, -3000
L	Medical Center (Door 1 / Door 2)	342, -3055 / 295, -3055
M	Shuttleport	700, -3046
N	Starport	324, -2928



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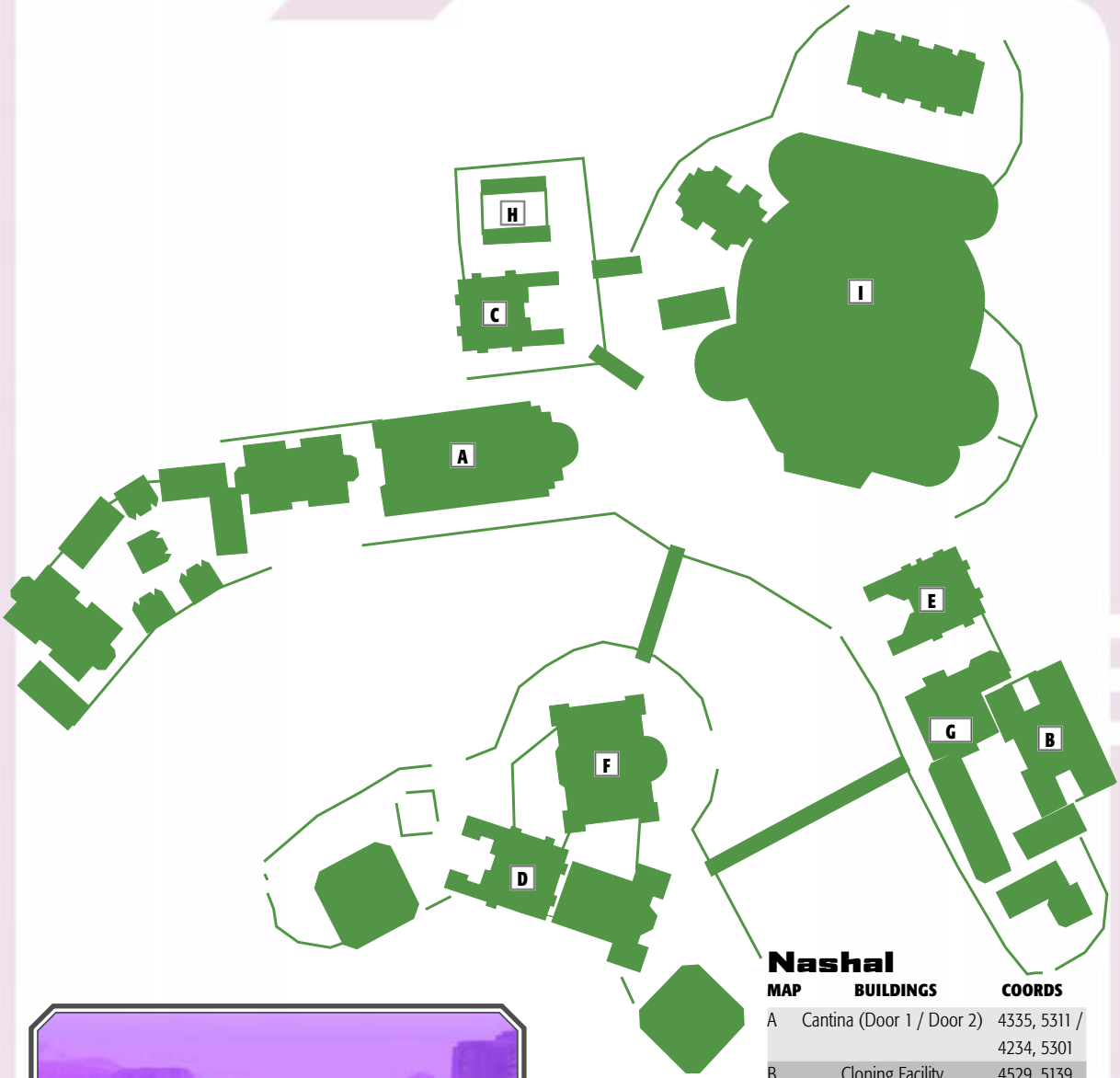

Nashal

MAP	BUILDINGS	COORDS
A	Cantina (Door 1 / Door 2)	4335, 5311 / 4234, 5301
B	Cloning Facility	4529, 5139
C	Guild Hall C	4319, 5384
D	Guild Hall D	4264, 5125
E	Guild Hall E	4486, 5219
F	Hotel	4359, 5165
G	Medical Center (Door 1 / Door 2)	4496, 5188 / 4509, 5148
H	Shuttleport	4329, 5430
I	Starport	4452, 5285

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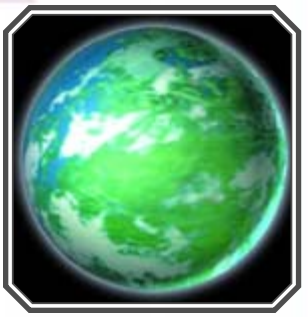
YAVIN 4

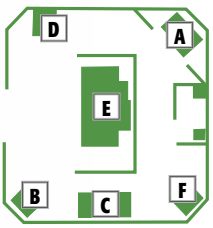


Yavin 4 is a jungle moon orbiting the gas giant planet of Yavin. An Imperial presence, established after the Battle of Yavin, makes traveling to the planet difficult and dangerous.

In ***Star Wars* Galaxies**, the moon remains a hotbed of conflict between the Empire and the Rebels. Battles for control of Yavin 4 are a central part of the ongoing Galactic Civil War, as is the exploration of its abandoned temples. The adventurous will encounter a variety of creatures. The Massassi, the original inhabitants of Yavin 4, have long since disappeared, but rumors persist of survivors in the jungles ….

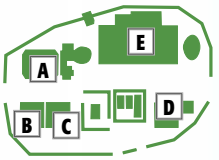
Labor Outpost

MAP	BUILDINGS	COORDS
A	Cantina	-6896, -5663
B	Cloning Facility	-6973, -5757
C	Hotel (Door 1 / Door 2)	-6924, -5757 / -6942, -5758
D	Medical Center	-6966, -5666
E	Starport	-6927, -5709
F	Tower	-6886, -5756



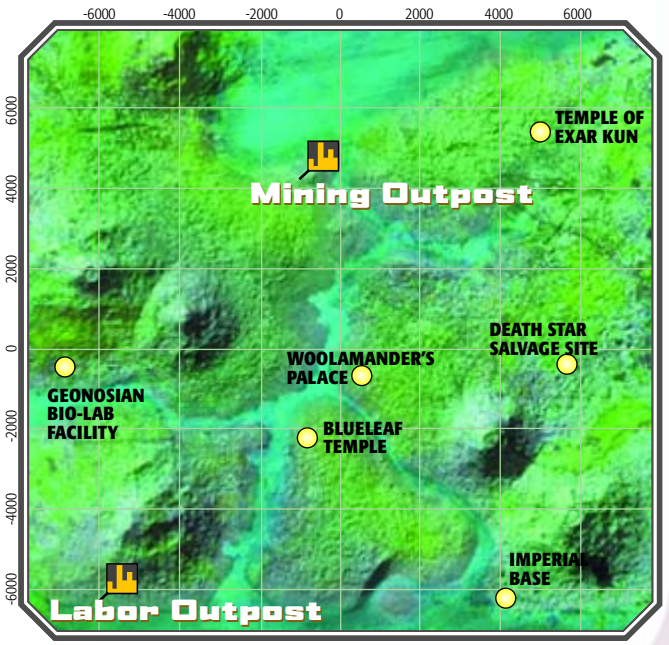
Mining Outpost

MAP	BUILDINGS	COORDS
A	Cantina	-355, 4861
B	Cloning Facility	-353, 4847
C	Hotel	-336, 4847
D	Medical Center	-276, 4843
E	Starport	-273, 4896



YAVIN 4 POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Woolamander's Palace	467, -693
Blueleaf Temple	-976, -2039
Imperial Base	4064, -6195
Death Star Salvage Site	5852, -337
Temple of Exar Kun	5163, 5539
Geonosian Bio-Lab Facility	-6494,-418



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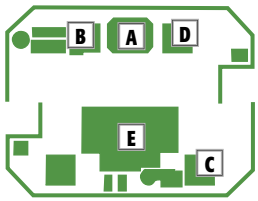
ENDOR

***Star Wars* Galaxies** gameplay occurs on the forest moon of Endor, as opposed to the gas giant planet that's also named Endor. The Endor "System" is located at the edge of the Moddell Sector. Prominently featured in *Star Wars: Return of the Jedi*, the forest moon of Endor has great significance in the *Star Wars* saga as the site of the Battle of Endor. The battle is fought to abort the secret construction of the Empire's second Death Star battle station. ***Star Wars* Galaxies** takes place during the Galactic Civil War, before the Battle of Endor. The threat of a second Death Star looms as the Empire pushes forward with construction of another of these deadly weapons.

Endor's terrain incorporates the Ewoks' treetop villages, the Gorax caves, and other wilderness areas. There are no cities or urban regions of commerce on Endor and there are no opportunities for new residents to build homes or establish settlements. However, Endor offers great chances to develop interesting trade relations with some of its inhabitants, including Ewok tribes and cunning Marauders, if their trust can be earned.

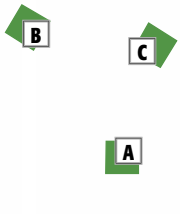
Research Outpost

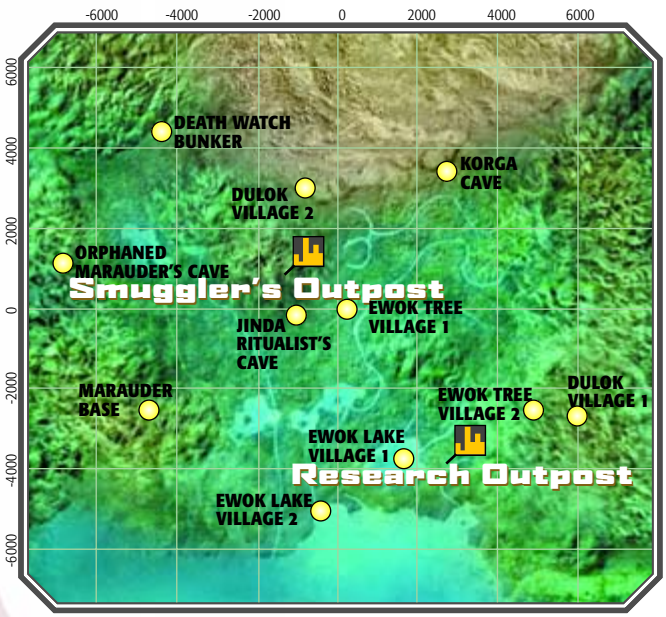
MAP	BUILDINGS	COORDS
A	Cantina	3215, -3450
B	Cloning Facility	3199, -3449
C	Hotel	3255, -3495
D	Medical Center	3245, -3450
E	Starport	3209, -3499



Smuggler's Outpost

MAP	BUILDINGS	COORDS
A	Cantina	-871, 1565
B	Cloning Facility	-905, 1613
C	Medical Center	-854, 1601
D	Starport	-955, 1557





ENDOR POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Ewok Tree Village 1	6, -5
Ewok Tree Village 2	4661, -2425
Ewok Lake Village 1	1578, -3271
Ewok Lake Village 2	-605, -4940
Dulok Village 1	5921, -2514
Dulok Village 2	-1287, 2904
Marauder Base	-4838, -2339
Orphaned Marauder's Cave	-6816, 675
Jinda Ritualist's Cave	-1681, -40
Korga Cave	2316, 3454
Death Watch Bunker	-4680, 4330

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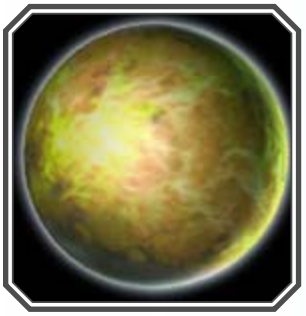
LOK



One of the first planets in the Karthakk system to be colonized, the harsh world of Lok was originally home to outlaws, who saw the world as a potential staging ground for raids into the Mid Rim. Over time, Lok became known as a "pirate world," where anarchy and violence were the only constants.

Jagged mountain ranges, long expanses of baked desert and desolate flats are typical environments on Lok. The presence of pirates and others is evident in the shipwrecks, burned-out bases, abandoned settlements and destroyed vehicles that litter the planet.

Before the Battle of Naboo, one of the most prominent leaders on Lok was a Feeorin pirate named Nym. The hardy alien — who has only become more formidable with age — spent many years battling the Trade Federation. He is now a local crime lord. It is also rumored that he is very sympathetic to the Rebellion ….

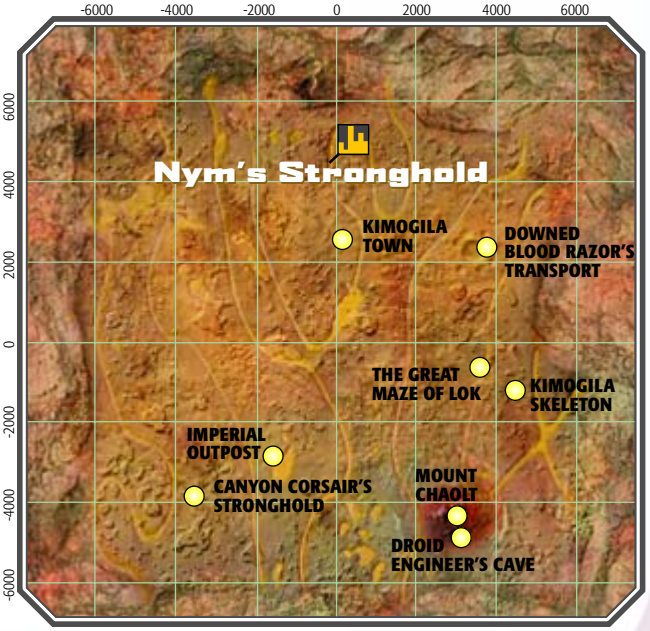
Players who visit Lok can expect to encounter a wide range of threats, from marauding pirates to the local wildlife, most of which is decidedly dangerous. However, those who prove themselves to Nym will gain access to a number of lucrative and exciting missions.

Nym's Stronghold

BUILDINGS	COORDINATES
Bank	427, 5050
Cantina (Door 1 / Door 2)	541, 5091 / 470, 5022
Cloning Facility	211, 5138
Hotel	420, 5136
Medical Center (Door 1 / Door 2 / Door 3 / Door 4)	559, 5118 / 599, 5109 / 606, 5141 / 569, 5149
Nym's Keep	471, 4827
Starport	474, 5511

LOK POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Mount Chaolt	3091, -4638
Imperial Outpost	-1785, -3087
Kimogila Skeleton	4572, -1114
Kimogila Town	40, 2634
Canyon Corsair's Stronghold	-3772, -3904
Downed Blood Razor's Transport	3718, 2263
Droid Engineer's Cave	3348, -4910
The Great Maze of Lok	3825, -463



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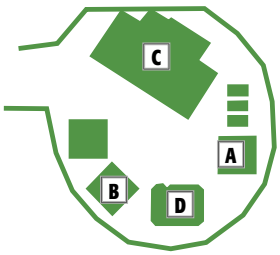
DATHOMIR

Dathomir is a low-gravity world located in the Quelii sector. The planet is inhabited by the Witches of Dathomir, a group of Force-sensitive women who ride fearsome rancors. These witches live in different clans that include a group of darksiders called the Nightsisters. The "Singing Mountain Clan" and the Nightsisters are at odds with one another — and with visitors who fail to show the proper respect. Visitors can align themselves with either side and benefit from trade with these powerful creatures.

Dathomir's terrain is dangerous. It's a toss-up whether the rancors or the witches are a greater threat.

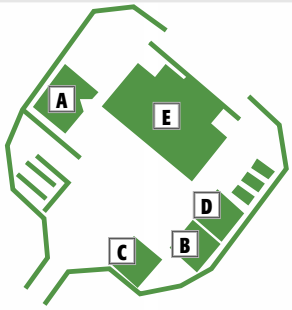
Trade Outpost

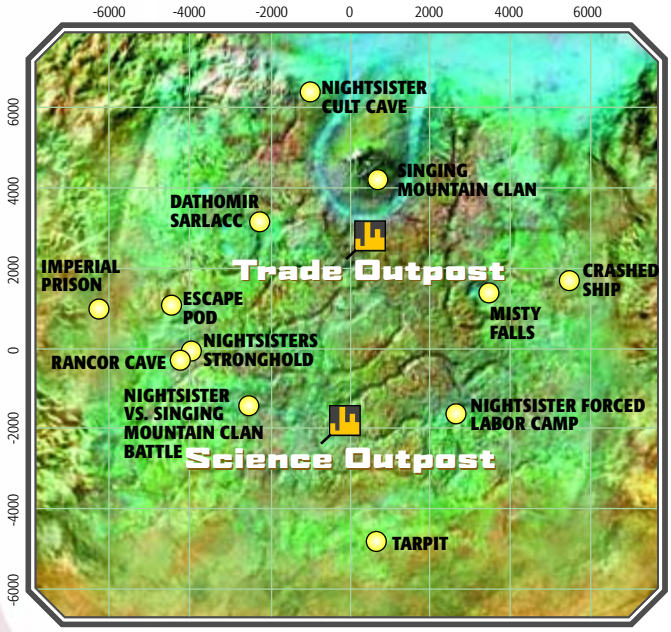
MAP	BUILDINGS	COORDS
A	Cloning Facility	620, 3053
B	Hotel (Door 1 / Door 2)	582, 3046 / 575, 3060
C	Starport	613, 3094
D	Tavern	610, 3043



Science Outpost

MAP	BUILDINGS	COORDS
A	Cantina	-112, -1585
B	Cloning Facility	-69, -1626
C	Hotel	-81, -1632
D	Medical Center	-61, -1617
E	Starport	-52, -1582





DATHOMIR POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
Crashed Ship	5669, 1833
Imperial Prison	-6091, 1010
Dathomir Sarlacc	-2091, 3177
Escape Pod	-4446, 596
Misty Falls	3566, 1560
Tarpit	651, -4888
Nightsisters Stronghold	-3904, -66
Singing Mountain Clan Fortress	675, 4063
Nightsister vs Singing Mountain Clan Battle	-2475, 1495
Nightsister Cult Cave	-1178, 6286
Nightsister Forced Labor Camp	2422, -1681
Rancor Cave	-4150, -50

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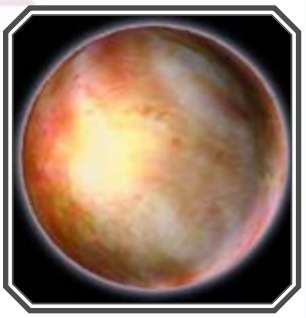
DANTOOINE



Dantooine is an isolated world dominated by sprawling grasslands and large oceans. Humanoid nomads, known as the Dantari, inhabit the planet.

Dantooine once served as the site of a small Jedi academy overseen by Master Vodo-Siosk Baas. A handful of colonists, who live in rustic family estates, have spread across the planet. The planet has three small space ports to handle new arrivals.

The Rebel Alliance's primary base was once here. The Rebels eventually discovered an Imperial tracking device aboard a cargo shipment to the base, and promptly evacuated the site in a single day. When Grand Moff Tarkin threatened to destroy Princess Leia's homeworld of Alderaan, she revealed that Dantooine was indeed a Rebel hideout, although she was aware that the Rebels had already abandoned the planet.

Since the destruction of the Death Star, the Empire has established a small outpost on Dantooine, if only to prevent the Rebels from returning. In addition, Dantooine is the central base of operation for a small band of smugglers known as the Gray Talon.

Mining Outpost

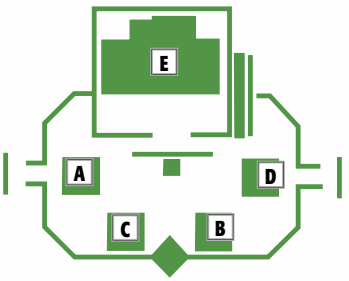
BUILDINGS	COORDS
Cloning Facility	-640, 2449
Hotel	-613, 2480
Starport	-640, 2502
Tavern	-582, 2499

Pirate Outpost

BUILDINGS	COORDS
Cloning Facility	1568, -6428
Hotel	-1626, -6366
Hotel	-1602, -6428
Starport	1575, -6416
Tavern	1581, -6368

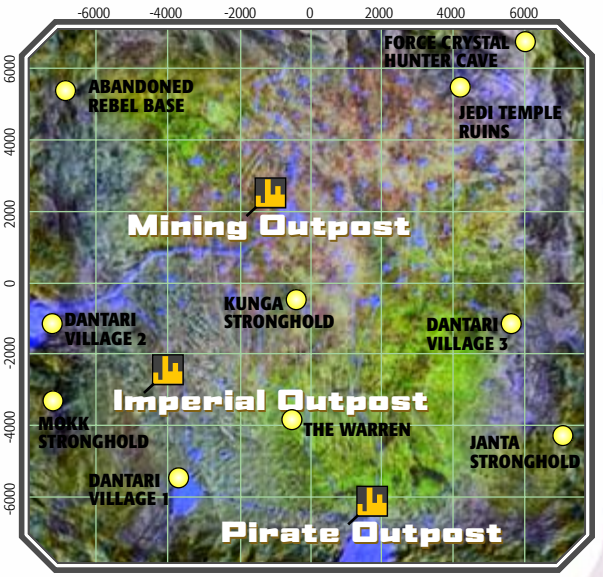
Imperial Outpost

MAP	BUILDINGS	COORDS
A	Bank	-4252, -2407
B	Cantina	-4207, -2421
C	Cloning Facility	-4242, -2422
D	Medical Center	-4197, -2408
E	Starport	-4215, -2350



DANTOOINE POINTS OF INTEREST

POINT OF INTEREST	COORDINATES
"Abandoned" Rebel Base	-6858, 5725
Dantari Village 1	-3929, -5632
Dantari Village 2	-7144, -1053
Dantari Village 3	5704, -596
Jedi Temple Ruins	4258, 5374
Force Crystal Hunter Cave	6233, 7319
Janta Stronghold	6974, -4116
Mokk Stronghold	-7266, -3295
Kunga Stronghold	-357, -225
The Warren	-569, -3772



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Janessa's Atlas

TATOO SYSTEM

Located in the Outer Rim, the Tatoo System is dominated by two binary stars known as the twin suns. Although considered remote by many, the system is a hub for several key hyperspace lanes. The system's most notable planet, the desert world of Tatooine, serves as a nexus for these hyperspace routes and has become the site of numerous orbital battles. Although frequently patrolled by the Empire, the Tatoo system is largely controlled by the lawless Hutts. Various pirate factions, mercenary groups and smugglers also frequent the system, preying on local transports and making travel through the Tatoo System very dangerous for unseasoned Pilots.

TATOO MINING ASTEROIDS

Coords	Type
2872, -2382, -42	Iron
-216, 1721, -1434	Iron
442, 946, -828	Iron
-824, 1600, -2790	Iron
-335, -2424, 515	Iron

Tatooine Space Station (Station)

Coordinates (X, Y, Z): 2311, -5872, 1865

The space station at Tatooine isn't the friendliest one in the galaxy, but for the right price it can be persuaded to provide emergency repairs. The station is notorious for clearing anyone to land at any of Tatooine's starports without even the most basic security protocols in place.

Iron Planet (POI)

Coordinates (X, Y, Z): -6278, 58, 1601

The material of this "Iron Planet" is starkly different than the neighboring asteroids in areas circumventing the Traders' Grotto. It is unknown whether or not it will help against squelching the high resource demands from planet Tatooine. Only time will tell.

Rebel Ruins (POI)

Coordinates (X, Y, Z): -1507, 1904, -3392

Lying in ruins, the once-prominent Rebel Space Station was the base of operations for most Alliance activity in the Tatooine System. It was only then, at the height of glory of the Alliance, did the Empire suffocate any hope of survival. Only a carcass of the Rebel Space Station remains and, floating around it, memories of war in the form of TIE and X-Wing debris.

Miner's Yard (Hyperspace)

Coordinates (X, Y, Z): -4933, 6439, 6890

Tatooine's resource numbers are plummeting daily. It is up to local miners to branch out and collect resources to replenish high demands. Their target: Asteroid Fields.
Inhabitants: Miners; *Danger Level*: Low

Deep Sea (Hyperspace)

Coordinates (X, Y, Z): 5475, 4455, 6433

Home to Hutt influence, the Deep Sea Quadrant proves dangerous to "unapproved" visitors. Unless one has business here, it's best to stay away.
Inhabitants: Hutts; *Danger Level*: HIGH

Desert Sands (Hyperspace)

Coordinates (X, Y, Z): 6451, -1528, -3502

It is unknown if the Desert Sands Quadrant is home to friendly entities. The Imperial Navy has forwarded a word of warning to those looking to travel through the area.
Inhabitants: Unknown; *Danger Level*: Medium

Outer Rim (Hyperspace)

Coordinates (X, Y, Z): -6933, -3512, 970

Approved by the Imperial Navy: all travel to this Quadrant is ***RESTRICTED***. Hostile enemies have been sighted and it is ***IMPERATIVE*** that travel to this Quadrant cease! You have been warned.
Inhabitants: Unknown
Status: RESTRICTED; *Danger Level*: HIGH

Trader's Grotto (POI)

Coordinates (X, Y, Z): -500, 250, 2000

Numerous trading routes litter Trader's Grotto and provides easy, safe travel to and from the Tatooine Space Station.

Ghost Tide Nebula (POI)

Coordinates (X, Y, Z) :-3000, 1800, 0

Thick cover from the Ghost Tide Nebula provides pirates superb concealment when trying to ambush unsuspecting freighters. Travelers are warned and directed away from the Ghost Tide. Many of those who ignore the warning are never heard from again.

Hutt Claims (POI)

Coordinates (X, Y, Z): -250, -3500, 1800

Met with fierce resistance, the Hutts have ceased their attacks on the areas surrounding the Tatooine Space Station. They had hoped to claim the station and collect the fees generated from it by making travelers pay tolls to be allowed access to Tatooine's space. They underestimated the Mos Eisley police and their allies. All that is left from this launch point are the remnants of war.

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Dragon's Spine (POI)
Coordinates (X, Y, Z): -5814, -881, -3968

The Dragon's Spine, one of the oldest asteroid fields in space Tatooine, snakes across the cast expanse of space and serves as a center point of navigation for many explorers.However, wise travelers have a steered clear from the Dragon's Spine as of late. Lady Valarian and her thugs have taken to the massive asteroid field, destroying all "unauthorized" vessels and have consequently taken it over completely. In the eyes of the Hutts, Lady Valarian and her thugs have over-stepped their bounds which has resulted in a war between the two thug factions. Even the Empire has ordered their fleets to stay clear from the Spine and the war that rages within it.

Valarian Sun (POI)
Coordinates (X, Y, Z): -6523, -6375, -6388

Nestled snuggly behind the Dragon's Spine asteroid field, the area called "Valarian Sun" serves as Lady Valarian's point of space operations. "Valarian Sun" is led by her most powerful thugs, relentless killers hoping to take over the Dragon's Spine entirely in honor of the gang.

Station-Star 1 (POI)
Coordinates (X, Y, Z): -2885, 6607, 1048

The original landing station, named "Station-Star 1", was the first direct pipeline connecting planet Tatooine to its space system. Due to the raging war between the Hutts and the Valarians, Station-Star 1 was destroyed, having been the target for both thug factions. It was the sound reasoning that whoever owned the landing station owned the planet. Station-Star 1 now lies in ruins at the site of continual battle between the Hutts and the Valarians.

Black Venom Sea (POI)
Coordinates (X, Y, Z): 6596, 944, 6747

The Potent thug faction, the Black Sun, courses through the veins of Black Venom Sea, dominating the area with heavy laser fire and lethal missiles. Currently, the Black Sun hides behind Tatooine's shadow, waiting for the perfect time to strike with deadly precision and claim Tatooine's system.

Pirate's (Muon) Gold (POI)
Coordinates (X, Y, Z): 6356, 5696, 6748

The Bestine Pirates love their Muon Gold. In fact, the pirates named the area in which they dwell after the potent spice. Remarkably enough, the Bestine Pirates still fire with amazing accuracy and lethality, so much so that all who travel through the area are wise enough to keep their computer systems alert and weapons armed.

Nallera's Mining Field (POI)
Coordinates (X, Y, Z): -5949, 0, 5944

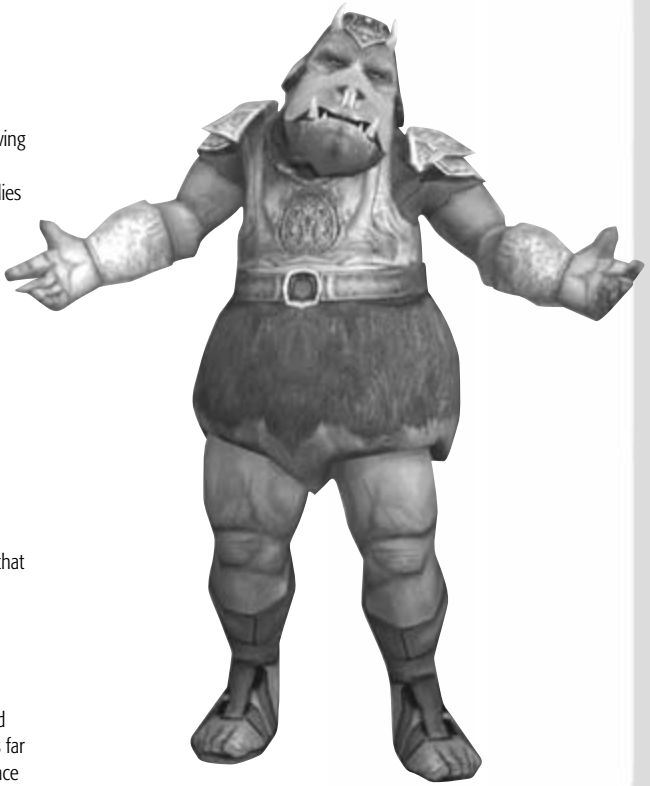
Stemming from Space Tatooine's outermost reaches, Nallera's Mining Field remains one of Tatooine's oldest mining outposts. Nallera's Mining Field is far enough away from the Huts' influence, but close enough to Tatooine's space station to encourage trade and ship goods to the planet. The inhabitants of Nallera's Mining Field are friendly and welcome travelers to their outpost.

Jabba's Star (POI)
Coordinates (X, Y, Z): 1296, 5965, -5488

Jabba's Star provides a point of origin for the Hutt's illegal operations. Unless business is mentioned, Jabba's thugs are not partial to having visitors. The structure of the small outpost serves as a shining representation of the Hutts' cunning and skill with manipulating anything and everything.

Dragon's Pearl (POI)
Coordinates (X, Y, Z): 287, -362, -1333

The center of Space Tatooine's eye, the Dragon's Pearl is a hotspot for illegal activity. Many thugs, including the Black Sun and the Hutts, swarm here to harass the area, stealing loot without any signs of remorse. Fortunately, the Empire encircles the Dragon's Pearl, enforcing Imperial law with quick starships and flight prowess.



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NABOO SYSTEM

A single yellow star serves as the anchor for the Mid-Rim's Naboo System. This system, named after its primary world, has been a fairly peaceful and safe region of space in the past. Prior to the Clone Wars, however, the system was rocked by violence when the Trade Federation blockaded the planet Naboo, resulting in a large-scale space battle. In the years that followed, smugglers slipped into the Naboo system in search of a safe haven, while pirates began hunting trade transports traveling to and from Naboo. Currently, the Empire maintains control over the system, but the travel routes are still plagued by hostile vessels.

NABOO MINING ASTEROIDS

Coords	Type
-5201, 351, -1857	Sulfur
-7634, 2030, -1699	Carbon
-3088, -5468, 4106	Sulfur
-4620, -5557, 2217	Sulfur
3984, 3077, 7159	Carbon

Naboo Space Station (Station)
Coordinates (X, Y, Z): -2491, 905, -6460

Home of Royal Security Forces, the space station can provide emergency repairs or clear travelers to land at any of Naboo's star ports.

Rori Space Station (Station)
Coordinates (X, Y, Z): 6226, -4450, 484

Serving Naboo's most popular moon, Rori, this space station can provide travelers with emergency repairs or permission to land at any of Rori's starports.

Arrissa's Field (POI)
Coordinates (X, Y, Z): 3890, 3399, 7513

Named after the pirate Arrissa n'Osnyi, the iron asteroid field holds testament to many pirate victories. Hiding within the field, and covered by the Obligon Nebula, pirates were successful in ambushing passing freighters. Needless to say, the old trade route through this area has been vacated for years. Now, it is frequented by Imperial patrols in hopes of keeping pirates out of the area for good.

Trade Federation Hulk (POI)
Coordinates (X, Y, Z): 2501, -5926, -5497

This heap of debris stands as a reminder of Naboo's ancient battle against the forces of greed, and a monument to the Royal Security Forces prowess in starfighter combat. Even still, rare members of the Trade Federation still live at the site and are often left alone.

Wishing Lake Zone (POI)
Coordinates (X, Y, Z): -500, 250, 2000

The area known as Wishing Lake was first named by deep space mercenaries hired by the Trade Federation for commercial security. Today, the area stands void of activity. It is said to be a bad omen, a rumor started by the Royal Security Forces and traders alike.

Emperor's Way (POI)
Coordinates (X, Y, Z): -3000, 1800, 0

The public portion of the Emperor's Way is a weapons-hold zone policed by elite TIE squadrons.

Empire's Station I (Station)
Coordinates (X, Y, Z): 3511, 1774, 944

The Imperial forces present in Naboo Space have opened this station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

Rebellion Remnants (POI)
Coordinates (X, Y, Z): -5581, 5831, 5663

Poetically named by Sonal Serore, an Imperial artisan, the Rebel Station was once a prominent home to the Rebel Alliance. Now, it only remains as a monument to the glory of the Empire and the undeniable strength and might they possess. Rumor has it that the Alliance has returned to its once-home. Could it be that they hope to prosper once again in Naboo's Empire-controlled space?

Old Trade Federation Route (POI)
Coordinates (X, Y, Z): -250, -3500, 1800

Rarely traveled, the Old Trade Federation Route lies within the Enmaekeda Nebula, a tumultuous ball of space matter home to Borvo's thugs. The Imperial Navy has claimed the route unsafe and has restricted travel for all parties.

Royal Way (Hyperspace)
Coordinates (X, Y, Z): -944, 3945, -4525

A common sight in Naboo's space, the Royal Security Forces hope to keep the peace by policing approved travel space and "removing" offenders. It would be wise not to travel here if you find yourself on the bad side of the Royal Security Forces.
Inhabitants: Royal Security Forces of Naboo; *Danger Level*: Low

Penumbra Omen (Hyperspace)
Coordinates (X, Y, Z): -2992, 3984, 3520

Important!! Quadrant II, Code Name Area D-512 has been changed to Code Name "The Penumbra Omen Quadrant" effective immediately!!
Immediate Notice from the Imperial Navy: All access to this Quadrant is prohibited by law of the Empire. Again, Area D-512 is now ***PROHIBITED*** to ***ALL TRAVEL***!! Unknown Flying Starships have been found in the area and have proved to be ***INCREDIBLY DANGEROUS***!! Do ***NOT*** travel in this Quadrant!!
Code Name for Unknown Starships: Penumbra Omen
Inhabitants: Unknown; *Status*: TRAVEL PROHIBITED; *Danger Level*: HIGH

Sea of Veruna (Hyperspace)
Coordinates (X, Y, Z): 5935, -982, 2946

The Sea of Veruna proves to be a vast quadrant of dead space. Potentially safe, the hyperspace location is used often by all travelers. Be warned, however, as the Empire hopes to secure it within the year's end.
Inhabitants: Unknown; *Danger Level*: Low

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Kylantha's Whim (Hyperspace)

Coordinates (X, Y, Z): -5952, -2758, -5005

Although mostly deserted, one can find a few Imperial patrols circling about Kylantha's Whim. It is rumored that a young and wealthy suitor, infatuated with the Queen Kylantha, claimed he purchased a quadrant for her in Naboo Space, hoping it would bring to light the love he had for her. The Queen gently refused his offer of marriage, stating her desire to "marry" her people and serve them with all of her time. Crushed, the young man renamed the quadrant to Kylantha's Whim. The quadrant has kept its name ever since.
Inhabitants: The Empire; *Danger Level*: Medium

Scintilla Steel (POI)

Coordinates (X, Y, Z): -5574, 475, -902

The iron asteroid field, named Scintilla Steel, serves as a home to hostile droids, the Scintilla Scavengers. Although malicious, the Scintilla Scavengers keep to themselves and mine the Scintilla Steel asteroid field in peace. Approaching freighters and vessels are, however, attacked on sight and are devoured within moments.

Adamant Mass (POI)

Coordinates (X, Y, Z): 3709, 5983, 5860

A particularly large asteroid, the Adamant Mass is the center-point of the Ironfleck Marauders' expeditions. The planetoid, often nicknamed "Naboo's Third Planet," is rumored to harbor a pocket of valuable, high density resources in its center. The Ironfleck Marauders have been chipping away at the Adaman Mass for years and have yet to make any progress.

Nal ReulTta (POI)

Coordinates (X, Y, Z): -3867, -4902, 1859

Reminiscent of their home world Nal Hutta, the Borvo Clan sought to claim a small portion of Naboo's space, a place that was eventually to be called "Nal ReulTta." Borvo and his thugs found victory soon thereafter, sprouting a small outpost and guarding it from the meddlesome Empire with skill and bravery. The outpost stands there even today and is heavily guarded by Borvo's thugs.

Sovereignty Dawn (POI)

Coordinates (X, Y, Z): -560, 5451, -5455

Naboo's own police, the Royal Security Forces, found their place in the Sovereignty Dawn territory, procreating an outpost to support their peace-keeping efforts. Usually friendly, the Royal Security Forces are glad to lend a helping hand when in need.

DANTOOINE SYSTEM

For centuries this tranquil system was far removed from the fever pitch of modern galactic life. But now the war has come, and everything has changed. On the surface, tucked between burned blba trees lies the empty shell of a Rebel base, abandoned in desperation. High above the planet drifts the horrid destruction of an Alliance space outpost, ringed with debris, telling the dreadful tale of fallen starfighter pilots.

With a simple agreement with the Galactic Empire (and the modicum of protection that it provides), a group of Aii'tkian Anthropologists study Area D-502 to collect rare starship equipment that hints of an ancient, space-faring species. These anthropologists have allied with merchants and fencers to protect themselves against the evil Zel'iphian Slave Traders — who "trade" their hapless victims to remote mining operations and vicious criminal warlords.

DANTOOINE MINING ASTEROIDS

Coords	Type
458 270 -2794	Acid
2145 -268 -2417	Methane
-931 2194 -2755	Acid
6263 6841 -3351	Methane
7415 6701 3788	Acid

Dantooine Space Station (Station)

Coordinates (X, Y, Z): 1359, -742, -5902

Dantooine is a remote planet with a small primitive native population. This space station can provide emergency repairs for a service, or clear you for landing at any of Dantooine's outposts.

Deep Space (Station)

Coordinates (X, Y, Z): -4200, -3000, -6000

The Rebel Alliance has discovered a hyperspace route to an area of Deep Space. Only the most skillful and prestigious Pilots can be trusted with the knowledge that the Rebel Alliance has constructed a base in Deep Space.

Blacklight Territory (POI)

Coordinates (X, Y, Z): -146, -7364, 35

This is as dangerous a region of space as any, with the asteroids providing cover for the pirates and criminals seeking to escape Imperial justice.

Area D-7s1 (POI)

Coordinates (X, Y, Z): 1794, 1848, -832

Native to Area D-7s1 are droid scavengers, the Detritus Satellites. For the most part, the Detritus Satellites keep to themselves, building their makeshift outpost with old scraps collected from the nearby junk field. Electrical currents power the outpost and provide fellow droids with repairs and shelter.

Wall of Dantooine (POI)

Coordinates (X, Y, Z): -810, 2848, 125

Stretching as far as the eye can see, the Wall of Dantooine is a necessary landmark to any roving traveler. Local miners speculate the obsidian asteroids may be worth a pretty credit or two.

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Legacy YT Indigo Blue (POI)
Coordinates (X, Y, Z):
1794, 1848, -832

The Rebel Alliance invested their pride into their oldest surviving space station, the Legacy YT Indigo Blue. However, the pride soon turned into horror as the Empire moved into Dantooine's native space and removed all who opposed them. Their first target: the Legacy YT Indigo Blue. Crushing the Rebellion's origin in Dantooine space, they soon turned to other targets, breaking and converting them or outright eliminating the "Rebel sympathizers." All that is left are the remnants of the Legacy YT Indigo Blue, a spot which has become the center-point of Dantooine's traffic.

Ith'ril Eventide (POI)
Coordinates (X, Y, Z): 4446, -1463, 6485

Area D-504 was immediately changed to "Ith'ril Eventide" when Ith'ril Eventide himself, leader of the Zel`iphian Slave Traders, came into power. It is wise not to travel to Area D-504 unless under dire circumstances … or on business. It has been made apparent that the Zel`iphian Slave Traders do not appreciate visitors.

Area D-502 (POI)
Coordinates (X, Y, Z): -7483, 637, 92

Area D-502 serves as Dantooine's "safest" territories. Home to the D-502 Aii`tkian Anthropologists and the O.S.S. D-502 Junk Guild, one can travel here and expect to be left alone. Both the Fencers and the Anthropologists are friendly and never hesitate to lend a helpful hand.

Sserician Eclipse (POI)
Coordinates (X, Y, Z): 6468, 5916, 4652

Valarian thugs plague the Sserician Eclipse with undaunted ferocity, daring even the Empire to react. It is common to see dogfights brewing among the Empire and Valarians with the remnants of a Rebel Station in the midst. As Dantooine's more dangerous territory, the Sserician Eclipse is an area to be feared and avoided.

Ebon Essentia (POI)
Coordinates (X, Y, Z): 1089, 6132, -3260

Ebon Essentia, also known as Area E-2, is consumed in a war between the Force Assassins and the Warrens Assault Squad. It is unknown why the two factions continue to war against each other or why it all started. Unless heavily-armed, it is imperative that travelers avoid Area E-2 as decreed by Imperial Law. The Empire chooses to look the other way, it seems, and locals are beginning to wonder why.

Asair's Ribbon (Hyperspace)
Coordinates (X, Y, Z): -6334, -3736, 2155

An uncharted territory in Dantooine's System. The Empire hopes to secure this quadrant within the year's end.
Inhabitants: Unknown; *Danger Level*: Low

Alliance Station I (Station)
Coordinates (X, Y, Z): 5522, 3202, 5997

Alliance Station II (Station)
Coordinates (X, Y, Z): -3979, 5432, -4565

Rebel forces present in Dantooine Space have opened two stations to the Alliance, wishing to declare themselves in the fight against the Empire.

Empire's Station I (Station)
Coordinates (X, Y, Z): 178, -4785, -6402

Empire's Station II (Station)
Coordinates (X, Y, Z): -2629, 3585, 3269

Imperial forces have opened two stations to members of the Empire, wishing to declare themselves in the fight against the Rebellion.

Dantooine's Second Star (POI)
Coordinates (X, Y, Z):
6707, 5439, -2720

Nestled in the Ferionic Nebula, the iron planetoid, nicknamed "Dantooine's Second Star," is home to the Velocity Mercenaries. Little is known about this small band of thugs. Mostly, they kept to themselves … until the Empire moved into the area. Now, the Velocity Mercenaries launch continuous attacks against the Empire, hoping to drive them out of Area Ferionic 7-IK.

Dantoone's Wrath (Hyperspace)
Coordinates (X, Y, Z): -1454, -1390, 246

The first quadrant of Dantooine, nicknamed "Dantooine's Wrath," is a stop between a Sarlacc pit and being trampled on by a Gorax. It is recommended that one stay away from the first quadrant unless absolutely necessary. Dantooine's Wrath is laden with Hutt gunships and merciless Valarian thugs.
Inhabitants: Hutts, Valarians, the Empire; *Danger Level*: HIGH

Isryn's Veil (Hyperspace)
Coordinates (X, Y, Z): 6633, -5456, -1009

Mystery shrouds the third quadrant of Dantooine's System and provides history enthusiasts with little information of the founders of Isryn's Veil. For now, it is safe to travel here. Incidentally, the Empire's eyes may have turned to the Veil as a target of expansion efforts.. Will they succeed?
Inhabitants: Unknown; *Danger Level*: Low

Gorvera Space (Hyperspace)
Coordinates (X, Y, Z): -6411, 6431, 6426

The Gorvera Space quadrant welcomes travelers, providing a scenic view of Dantooine's System. Little else is known about Dantooine's fourth quadrant.
Inhabitants: Unknown; *Danger Level*: Low

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CORELLIA SYSTEM

The Corellian System is part of the "Core Worlds," systems that make up the heart of the Empire. The system is home to five inhabited worlds, including Corellia and Talus. Corellian worlds produce some of the most advanced starship technology in the galaxy. To protect its shipyards and homeworlds, the Corellian system is policed by both local security forces, such as CorSec, and the Empire. However, the Corellian system is notorious for its smugglers and pirates.

CORELLIA MINING ASTEROIDS

Coords	Type
-4048, -2594, -3252	Silicaceous
76, -159, 796	Silicaceous
1794, 521, -1763	Iron
2790, 2606, 3265	Silicaceous
3668, 4466, 3722	Silicaceous

Corellia Space Station (Station)

Coordinates (X, Y, Z): 6519, -5373, -2600

Home of the Corellian Security Forces, you can find emergency repairs for a service, as well as clearance for landing at any of Corellia's starports.

Talus Space Station (Station)

Coordinates (X, Y, Z): -6348, -5274, -3956

The Space Station at Talus can provide you with emergency repairs or clear you to land at any of Talus' starports.

Pirate's Shadow (POI)

Coordinates (X, Y, Z): 871, 3212, 4188

The Pirate's Shadow, an asteroid field named after the cover it brings to attacking hooligans, serves as a rallying point for smugglers, pirates and ne'er-do-wells dodging CorSec patrols.

Alliance Station I (Station)

Coordinates (X, Y, Z): -1463, 318, -1012

Alliance Station II (Station)

Coordinates (X, Y, Z): -7132, 2340, 2014

The Rebel forces present in Corellia Space have opened two stations to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

CorSec Wing (Hyperspace)

Coordinates (X, Y, Z): -967, -1513, 0

The CorSec Wing proves dangerous for members of the Empire. The Rebellion is found to be unsympathetic to Imperial starships flying in the CorSec Wing Quadrant and will shoot them down on sight. Beware.
Inhabitants: CorSec and the Rebellion; *Danger Level*: HIGH

Trifecta Star (Hyperspace)

Coordinates (X, Y, Z): -4962, 3704, 3442

Although deserted to some degree, the Trifecta Star is the nearby home to the Rebel Alliance, the Blacksun and the Binyare. Only under dire circumstances should one choose to travel to this quadrant. Beware.
Inhabitants: Rebel Alliance, Blacksun, Binyare; *Danger Level*: Medium

Binayre Razorcat (Hyperspace)

Coordinates (X, Y, Z): 1840, 2656, 944

The Binayre Razorcat is often avoided due to the high density of pirate factions, Binyare and Hidden Daggers. Only brave travelers can be found circling the area, fighting off pirates who dare close in on the defenseless pirates.
Inhabitants: Binyare and Hidden Daggers; *Danger Level*: Medium

Corellia's Own (Hyperspace)

Coordinates (X, Y, Z): 6981, -3577, -5997

If a quadrant could be called safe, Corellia's Own is the one. Patrolled only by CorSec, this region on the trade route between Corellia and Talus Stations is frequented by freighters and civilian craft. Any Imperial presence is frowned upon here, and is usually the target of overt hostility.
Inhabitants: CorSec; *Danger Level*: Low

Rayless Lantern (POI)

Coordinates (X, Y, Z): 4972, 5055, 5509

Belonging to the Binayre thugs, the Rayless Lantern manifests a foreboding aura, an essence created by the thieves and assassins living within it. The Binayre do not welcome visitors and abhor oppression and threats from their favored enemies, the CorSec.

Rubicund Eye (POI)

Coordinates (X, Y, Z): -2186, 5747, 5352

The Black Sun terrorize the Rubicund Eye with swift maneuverability and hard-hitting missiles. Most choose to stay away from the Rubicund Eye, fearing that the Black Sun will descend upon them like a suffocating blanket of ash. It would be unwise to travel here alone.

The Void (POI)

Coordinates (X, Y, Z): 4627, -1002, -905

Dual pirate factions, the Hidden Daggers and the Hutts, patrol the Void, seeking solitary freighters and civilians to destroy and loot. The origin of the name and why the Hidden Daggers and Hutts choose to be at war remains a mystery even today …

Secure Route ID-5N (POI)

Coordinates (X, Y, Z): 30, -4389, -3442

Route ID-5N, also named the "New Route," is policed by the highly-skilled CorSec, planet Corellia's police force. Running from both of Corellia and Talus' space station, Route ID-5N provides quick, safe travel for everyone.

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LOK SYSTEM

An Outer Rim system, the Karthakk System has long attracted the attention of pirates and other unscrupulous spacers who prey on transports moving along the nearby Rimma trade route and Corellian Run. The system is also rich in resources, which transformed the region into a major battlefield during the early days of the Clone Wars. Among the Karthakk system's planets is Lok, a pirate haven ruled by the warlord Nym.

The Lok space sector in **Star Wars *Galaxies*** *will keep players on their toes as they avoid the many pirate factions taking advantage of this corridor's path and riches. While Nym is rumored to be sympathetic to the Rebels on the ground, no one is safe cruising the airways above.*

LOK MINING ASTEROIDS

Coords	Type
1768, -3540, -1266	Obsidian
-1725, -3517, -2976	Obsidian
-7033, 1361, 261	Obsidian
3712, -574, -2344	Organometallic
-548, 670, 1513	Organometallic

Censorious Tempest (Nebula)
Coordinates (X, Y, Z): 1, 1,1

The Censorious Tempest Nebula lies in the outermost reaches of Lok's System. The constant presence of the nearby asteroid field causes frequent electrical outbursts for which the Censorious Temptest earns its name.

Empire's Station I (Station)
Coordinates (X, Y, Z): -1798, 2649, 401

The Imperial forces present in Lok Space have opened this station to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

Spine of Lok (POI)
Coordinates (X, Y, Z): -1488, 456, 918

Made out of obsidian rock, the Spine of Lok stretches across the vast, dark haze of Lok's often-quiet space. Miners have yet to venture here to find what exactly the obsidian rock holds in regards to resources and lucrative sales.

Alliance Station I (Station)
Coordinates (X, Y, Z): 1799, -2458, -3680

The Rebel forces present in Lok Space have opened this station to members of the Alliance, wishing to declare themselves for the greater good of the fight against the Empire.

Lok Space Station (Station)
Coordinates (X, Y, Z): -6235, -5341, 113

The space station on Lok can provide emergency repairs or clear you to land at Nym's Stronghold on the planet.

Nym's Hovel (Hyperspace)
Coordinates (X, Y, Z): -505, 4421, 4459

Within the heart of the first quadrant, Nym and his thugs search for unsuspecting enemies. Nym's Hovel has proven to be an ill place for those finding themselves on the wrong side of the notorious pirate.
Inhabitants: Nym's Thugs; *Danger Level*: Medium

Rebellion Blaze (Hyperspace)
Coordinates (X, Y, Z): 1499, -5451, -5962

The Rebellion Blaze Quadrant is home to loyal members of the Rebel Alliance. Named after the infamous Rebel Gunboat, the Rebellion Blaze, the Alliance has chosen the Lok system as one of its points of operative origin. Members of the Empire are not welcome here and will be hunted down immediately if seen.
Inhabitants: Rebel Alliance; *Danger Level*: Medium

Lurid Dawn (Hyperspace)
Coordinates (X, Y, Z): -6926, -497, 955

Lok's very own dead space. The Rebel Alliance hopes to secure this quadrant for operative expansion within the year's end.
Inhabitants: Unknown; *Danger Level*: Low

Voria's Ember (Hyperspace)
Coordinates (X, Y, Z): 6492, 1478, -524

Voria Sergar was found orphaned at a young age. Abandoned by her slave master, she wandered the planet of Lok for several months before being found by a Rebel Officer, Isnal Roran. Finally, she was safe. Voria ascended the ranks in the Rebel Alliance with blinding speed. Her abilities and fluidity with slicing and manipulating computers were viewed as assets to the Rebellion. She soon earned her wings and headed to Lok's system. There, she met her fate, unable to maneuver in time before an Imperial missile struck her down. No matter how far away, each member of the Rebellion felt her passing. Voria's Ember, Lok's fourth quadrant, was named after the Rebel sergeant in her honor.
Inhabitants: Unknown; *Danger Level*: Low

The Canyon (POI)
Coordinates (X, Y, Z): 3724, -1263, -1813

The Canyon embodies the home of the Corsair thug faction, a merciless band of hooligans promising to wreck havoc on any passing civilian or vessel. It is not uncommon to see a Corsair looting its latest victim and speeding off to find another.

Mid-Point
Coordinates (X, Y, Z): 1931, -231, 2209

Simply named "Mid-Point," the area serves as a three-way route for the Rebellion, Nym's thugs and the Empire. Unfortunately, Mid-Point is often the best place to witness dogfights and near-death misses.

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YAVIN SYSTEM

The Yavin System consists of a monstrous orange gas giant surrounded by several moons, including the jungle planet of Yavin 4. Far from the Galactic Core and major hyperspace lanes, the system does not appear on many astrogation charts. Formed over 7.5 billion years ago, the system was first surveyed during the Old Republic's Expansion Era, and was originally recorded as unfit for human habitation. However, the ancient Sith eventually colonized Yavin 4. The system later became the site of the Battle of Yavin, during which several Rebel pilots destroyed the first Death Star battle station.

YAVIN MINING ASTEROIDS

Coords	Type
2077, 2688, -2977	Cyanomethanic
5891, 6672, 3054	Petrochem
2057, -285, 1896	Cyanomethanic
-2265, -47, 5530	Petrochem
1848, -279, -971	Cyanomethanic

Yavin 4 Space Station (Station)
Coordinates (X, Y, Z): -5592, -7070, -5291

Serving the outposts on this hostile jungle planet, the space station will provide emergency repairs to get you on your way, or clear you for landing at any of the outposts on Yavin4.

Empire's Station I (Station)
Coordinates (X, Y, Z): -4190, 1539, 4596

Empire's Station II (Station)
Coordinates (X, Y, Z): -6798, 4998, 4760

Empire's Station III (Station)
Coordinates (X, Y, Z): 85, -342, -57

The Imperial forces present in Yavin Space have opened these three stations to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

Smuggler's Run (Hyperspace)
Coordinates (X, Y, Z): -962, 4480, 6923

When the Death Star was finally destroyed, news of its defeat spread like wildfire. It brought many visitors, including the Ni'lyahin Smugglers, hoping to scrounge together pieces from the explosion and sell it on the black market. Today, they prosper, fighting their own war against the Empire and oppression.
Inhabitants: Ni'lyahin Smugglers; *Danger Level*: Medium

Ferrous Aurora (Hyperspace)
Coordinates (X, Y, Z): 4988, -5979, -6482

Lending the quadrant its name, the Ferrous Aurora nebula extends its welcome in an array of radiant, incandescent colors. It is wise not to be fooled by its beauty as the Ni'lyahin Smugglers have claim it as their own.
Inhabitants: Unknown; *Danger Level*: Low

Crimson Flare (Hyperspace)
Coordinates (X, Y, Z): -962, -2499, -6143

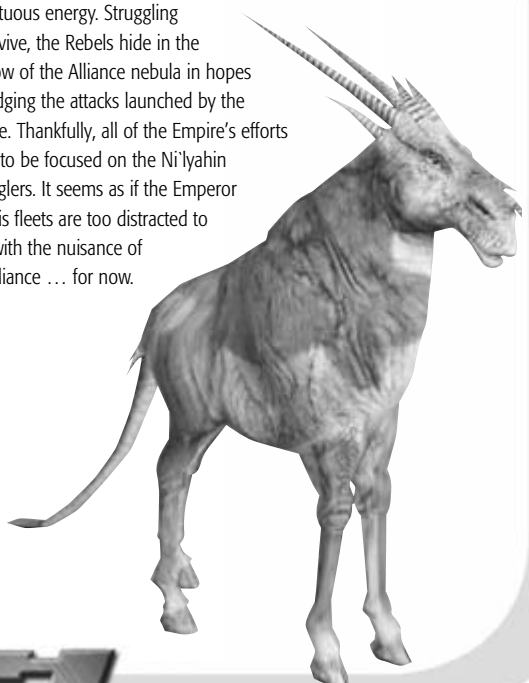
Unfortunately, not much is known about the Crimson Flare quadrant. Traveling through here should be fairly safe, but use caution.
Inhabitants: Unknown; *Danger Level*: Low

Ferrous Aurora (Nebula)
Coordinates (X, Y, Z): 4712, 644, 44

The Ferrous Aurora Nebula, named by the Ni'lyahin Smugglers, is home to the hostile band of thieves and assassins. Apart from the dazzling colors, the areas surrounding the nebula prove to be dangerous as a war brews just beyond its brink. The nebula's inhabitants originate from Yavin4, having gained space travel later than most and only by stealing technology. Currently, they own half of Yavin4's space quadrants, successfully destroying large parts of the Empire's defenses and holding fast with their own brutal forces.

Shadow of the Alliance (Nebula)
Coordinates (X, Y, Z): -3868, -746, 669

The Shadow of the Alliance provides the Resistance with a cloak of tumultuous energy. Struggling to survive, the Rebels hide in the Shadow of the Alliance nebula in hopes of dodging the attacks launched by the Empire. Thankfully, all of the Empire's efforts seem to be focused on the Ni'lyahin Smugglers. It seems as if the Emperor and his fleets are too distracted to deal with the nuisance of the Alliance … for now.



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ENDOR SYSTEM

Located in the Outer Rim territories, Endor is one of nine moons orbiting a silvery gas giant in the Moddell sector. The largest of these nine moons, Endor is known as the "forest moon." It is a lush planet with varied terrain, rivers and ancient forests, and it is inhabited by the diminutive ewoks and many other creatures. The Endor system is fairly difficult to reach due to the gas giant's massive gravitational shadow.

Because of its seclusion, the Endor system was the perfect location for top-secret Imperial projects. Made famous in the classic trilogy, Endor was the location of the construction of the second Death Star. In the **Star Wars *Galaxies*** *time frame, Endor is still remote and unsettled, but it is beginning to garner attention from the Empire as a possible site for further activity.*

ENDOR MINING ASTEROIDS

Coords	Type
-3250, -5480, -6934	Ice
5134, -6373, -777	Ice
737, 1130, 805	Ice

Empire's Station I (Station)
Coordinates (X, Y, Z): 5773, -6359, 6976

Empire's Station II (Station)
Coordinates (X, Y, Z): -5716, 7198, 2009

The Imperial forces present in Endor Space have opened these two stations to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

Linear Miasma (POI)
Coordinates (X, Y, Z): -479, 956, 600

Frequented by the Linear Miasma Scientists, the nebula provides a wealth of information and research for this lone band belonging to the Endorian Researchers Guild. The scientists prove to be a friendly bunch time and time again despite the presence of the spice pirates, the Zynt'aia Spice Guardians, many of whom reside nearby.

Declorian Territory (POI)
Coordinates (X, Y, Z): 4091, -5830, -458

Zynt'aia Spice Guardians terrorize the Declorian Territory with a fierce fist. Often times, unless business is mentioned, the Spice Guardians are not open to having visitors.

Onyx Beacon (POI)
Coordinates (X, Y, Z): 6447, -2491, 1042

Home to the Blacklight Pirates, the Onyx Beacon serves as an origin for "seedy" business. Little else is known about the Onyx Beacon as it is jealously guarded by its inhabitants.

Endor Space Station (Station)
Coordinates (X, Y, Z): -5268, -1500, 5209

Serving the Imperial Research Station on Endor, this space station can provide emergency repairs or clear you for landing on the planet.

Red Sin Chimaera (Hyperspace)
Coordinates (X, Y, Z): 639, -3949, -4638

Lurking inside the cover of the Red Sin Chimaera Nebula, the Death Watch wait silently, striking at the last moment in hopes of a successful kill. Most think of them as animals, feasting upon the helpless to survive. Although a fair distance away, the Red Sin Chimaera quadrant entry point can give a traveler a run for his money.

Inhabitants: Death Watch; *Danger Level*: HIGH

Area D-435 (Hyperspace)
Coordinates (X, Y, Z): -1965, 2326, 3708

Little to nothing is known about the quadrant. It is uncharacteristic and safe for travel. It would be best, however, to keep navigation computers alert for unexpected enemies in the area.

Inhabitants: Unknown; *Danger Level*: Low

Empire's Justice (Hyperspace)
Coordinates (X, Y, Z): -6929, 3926, -1973

To those not belonging to the Empire's ranks, the Empire's Justice quadrant could be viewed as highly dangerous. Travel here is not recommended unless the traveler is on the best of terms with the Empire.

Inhabitants: The Empire; *Danger Level*: HIGH

Durillium Sea (Hyperspace)
Coordinates (X, Y, Z): 5737, 2276, 3735

The Durillium Sea is a vast expanse of virtual nothingness. The quadrant is relatively safe for passing travelers and welcomes expansion. Will the Empire seek to claim it?

Inhabitants: Unknown; *Danger Level*: Low

Imperial Claw Station (Deep Space)
Coordinates (X, Y, Z): 6200, 5000, 6000

This Imperial Station can grant access to a hyperspace route to deep space. The route is highly classified, however, and the Empire will allow only the most advanced, prestigious Pilots to enter Deep Space.

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DATHOMIR SYSTEM

One of the more dangerous systems in the galaxy, the Dathomir System is infamous for its namesake planet, which was once the site of an Imperial prison. Located in the Quelii sector of space, the system is currently under Imperial blockade to prevent the dangerous Force-sensitive Witches of Dathomir from escaping their homeworld. Despite the Imperial blockade, Dathomir attracts a great deal of attention and the system is often the site of major battles between Alliance and Imperial forces. The system's greatest threat, however, is the notorious Witch Blood Clan, a group of mercenaries who prowl the region around Dathomir and attack both Rebels and Imperials indiscriminately.

DATHOMIR MINING ASTEROIDS	
Coords	**Type**
-2708, 90, -971	Crystal
-669, -192, 2539	Crystal
-4876, -1211, 6231	Crystal

Dathomir Space Station (Station)

Coordinates (X, Y, Z): -6880, 2742, -3956

The Station requires Imperial authorization codes before providing emergency repairs or clearing you for landing at any of Dathomir's outposts, but the station is so remote their codes are rarely updated.

Last Nav (Deep Space Station)

Coordinates (X, Y, Z): 4000, 200, -4700

The Old Pilot's Guild was once the authority in all matters of space travel, but since it has been disbanded by order of the Emperor, the only space station maintained by former Pilot's guild members is this station.

Dark Force (Hyperspace)

Coordinates (X, Y, Z): 869, -374, 2392

Immediate Notice: All access to this Quadrant is prohibited by the Empire. Any vessels in this sector will be destroyed on sight! Repeat: Cease all unauthorized travel to this sector immediately. You will be destroyed on sight!
Inhabitants: Empire; Danger Level: HIGH

Empire Blockade (Hyperspace)

Coordinates (X, Y, Z): 3825, 1658, 2612

The second quadrant of this system is a dangerous one for those not belonging to the Emperor's ranks. Particularly of note, is the Empire's Blockade that makes its way through the area, crushing all those who stand to oppose it.
Inhabitants: The Empire; Danger Level: HIGH

Emperor's Hand (Hyperspace)

Coordinates (X, Y, Z): -6728, -2281, 5916

The Emperor's Hand is dangerous to those unwilling to bow to the Empire's whims. The fourth quadrant stretches far, as do the Emperor's tumultuous desires, and all would be best avoided when making travel plans.
Inhabitants: Unknown; Danger Level: Medium

Dathomir's Vitality (Hyperspace)

Coordinates (X, Y, Z): -1256, -2985, -5971

Fortunately, not many venture close to the Heart of Dathomir and its clerical inhabitants, the Dark Veil Order. Serving their Queen with passionate ferocity, the Dark Veil Order encircle the Heart of Dathomir, hoping to "sacrifice" victims to the nebula's powerful rage. They believe the Heart of Dathomir nebula consumes the essence of these victims, fueling life into the palpitating mass and protecting the Dark Veil Order from infidels. It is wise not to visit Dathomir's third quadrant under any circumstances.
Inhabitants: Dark Veil Order; Danger Level: HIGH

Witch Blood Territory (POI)

Coordinates (X, Y, Z): -470, -1501, 308

In the heart of the Witch Blood Territory festers a group of skilled assassins and thugs. The Witch Blood Clan chooses their victims carefully and it seems that no one is safe from their well-equipped starships and superior maneuvering skills. Travelers would do well in keeping all computer systems alert when traveling through this territory.

Empire's Station I (Station)

Coordinates (X, Y, Z): 6092, 6223, -6731

Empire's Station II (Station)

Coordinates (X, Y, Z): 4842, -5316, -4222

The Imperial forces present in Dathomir Space have opened these two stations to members of the Empire, wishing to declare themselves for the greater good of the fight against the Rebellion.

Heart of Dathomir (Nebula)

Coordinates (X, Y, Z): -7552, -7424, -7568

The locals call it the "Heart of Dathomir." Even from a distance, the palpitating gasses of the nebula itself seem to have a mind of its own. No one ventures near this infamous, dark cloud. Too many have tried and have never returned. It is rumored that quick-killing assassins swarm within this bloody miasma, waiting for their next victim. Molten rocks – infused with the rage of many lost souls – and red energy spill from the nebula, warning all to steer clear.

Dark Force (Nebula)

Coordinates (X, Y, Z): 401, -154, 1759

The Empire chose the Dark Force, a nebula, as its base of operations for its sense of concealment, protected by mighty fields of asteroids. Individuals seeking aide of the Empire are welcome here. For those who are considered enemies of the Emperor and his ideals, it would be wise to stay far away.

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SPACE FACTIONS

PvE

AI-controlled starships do not pay attention to your ground-game faction status (whether overt or covert). Instead:

Imperial Pilots are considered to be Imperials.

Rebel Pilots are considered to be Rebels.

Privateer Pilots are one of the following:

Hutt, if working on Tiers 1, 3 or 4 of the Tatooine (Smuggler's Alliance) Privateer track

Valarian, if working on Tier 2 of the Tatooine track

CorSec if working on the Corellia Privateer track

RSF if working on the Naboo Privateer track

Different ships react to these different factions in different ways. For example, an NPC TIE-Fighter will attack a Rebel player on sight. It will defend Imperial players that it sees attacked, and it will ignore the other "space factions" (unless they shoot at it, in which case it will defend itself). On the other hand, an aggressive NPC Hutt Pirate might attack any player that it sees except for players it considers to be "Hutt."

PvP

PvP in space only covers actual player-versus-player combat (as opposed to the ground game, where NPCs follow the PvP rules, too).

Normal Space Zones

All zones except Kessel and Deep Space are "normal space zones."

Only overt players may attack other, enemy overt players.

If you are not overt, then you cannot attack nor can you be attacked by other players.

If you are an Overt Rebel, then you may attack and be attacked by Overt Imperials.

If you are an Overt Imperial, then you may attack and be attacked by Overt Rebels.

Special PvP Zones

Both PvP zones allow for player-versus-player combat. Deep Space and Kessel are high-end PvP zones with the largest, deadliest starships and space stations to be found.

Kessel

Kessel does not use the ground game PvP faction declarations: It uses the PvE rules (above) to determine which "space faction" you belong to.

Kessel is an "open PvP" zone. Any player may go there and may attack players that are not the same PvE "space faction" as themselves.

Therefore the "teams" in this zone are:

- **Imperials.** All of the Imperial Pilots, one of the two primary teams.
- **Rebels.** All of the Rebel Alliance Pilots, the other primary team.
- **Valarian.** A very small team of Privateer Pilots currently working through part of the Tatooine track.
- **Hutt.** The Privateer Pilots working through any other tier of the Tatooine track.
- **CorSec.** Privateer Pilots working through the Corellia track.
- **RSF.** Privateer Pilots, through the Naboo track.

A number of NPC ships in the Kessel zone are either loot-heavy Rebel ships or loot-heavy Imperial ships Imperial Pilot players may attack the Rebel ships, and Rebel Pilot players may attack the Imperial ships. Which types of loot-heavy ships appear is determined by current status of the Deep Space zone.

KESSEL MINING ASTEROIDS

Coords	Type
2308, -3730, -3402	Diamond
-624, -3034, 4713	Diamond
2726, 2291, 1981	Diamond

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Players of other factions (Hutt, Valarian, CorSec or RSF) may attack either of these special loot-heavy ships. Master Privateer Pilots will have consistent, unfettered access to Kessel and the dangers it has to offer. For all participants, it is a full-on PvP zone. The rewards are definitely worth it, though. Regardless of the outcome in Deep Space, there are plenty of exclusive high-end loot drops spawned for Privateer Pilots in Kessel.

Deep Space / Unknown Regions

The Deep Space Zone is a Rebel versus Imperial "battlefield" zone. Privateer Pilots entering the system must choose a side before entering.

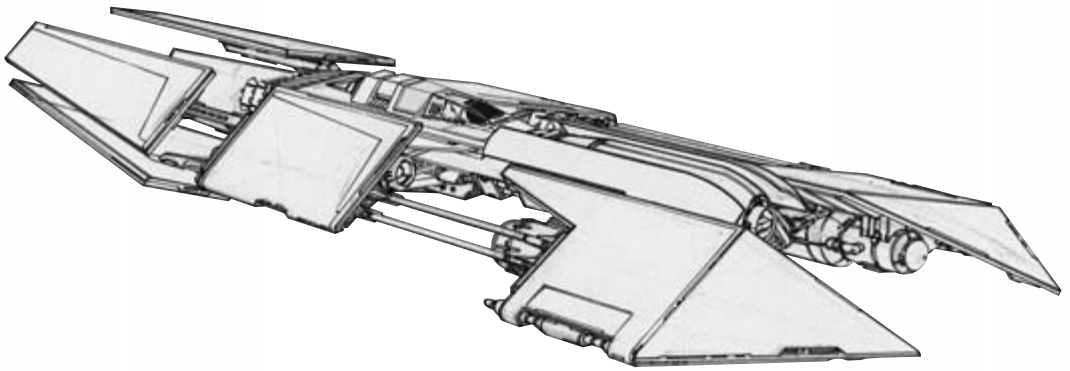
Rebel and Imperial prestige points are required for Rebel and Imperial players to jump into the Deep Space zone. These Prestige points are traded at NPC Space Stations for temporary access to hyperspace points within the restricted Deep Space zone.

To access Deep Space, there are three space stations: one Rebel, one Privateer and one Imperial station. The stations verify your experience points, assign you to a "side" of the battle, and automatically transport you to the space zone when you are ready to fight. Privateer Pilots can enter Deep Space in exchange for Privateer Prestige points. Plus, Privateers can be assigned to either Rebel or Imperial "sides." Rebel and Imperial Pilots are automatically assigned to their proper factional side. This means that if you are an Imperial Pilot, you will always be assigned to help the Imperial side in Deep Space. Each active side has their own entry point in the zone. Privateers will enter at the side they choose.

Players fighting for the Imperial side may attack players fighting for the Rebel side, and vice versa.

The outcome of the battle in this zone will "push the losers" into the Kessel zone. Which is to say, if the Rebels win here, then loot-heavy Imperial ships will appear in Kessel. If the Imperials win here, then loot-heavy Rebel ships will appear in Kessel.

Deep Space is a "closed PvP" zone. Only Master Pilots are allowed to enter. No one is allowed to enter as a neutral (Privateers will either be fighting for the Empire or fighting for the Rebel Alliance here).



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GETTING AROUND IN SPACE

The interstellar travel system in ***Star Wars* Galaxies** has three components: the hyperspace map, launch terminals and utility space stations. Each component offers a different set of available travel options.

Hyperspace Map

The hyperspace map can be used when piloting a starship. It shows a list of potential hyperspace points. Selecting a point will start the hyperspace sequence and will teleport your ship to that location.

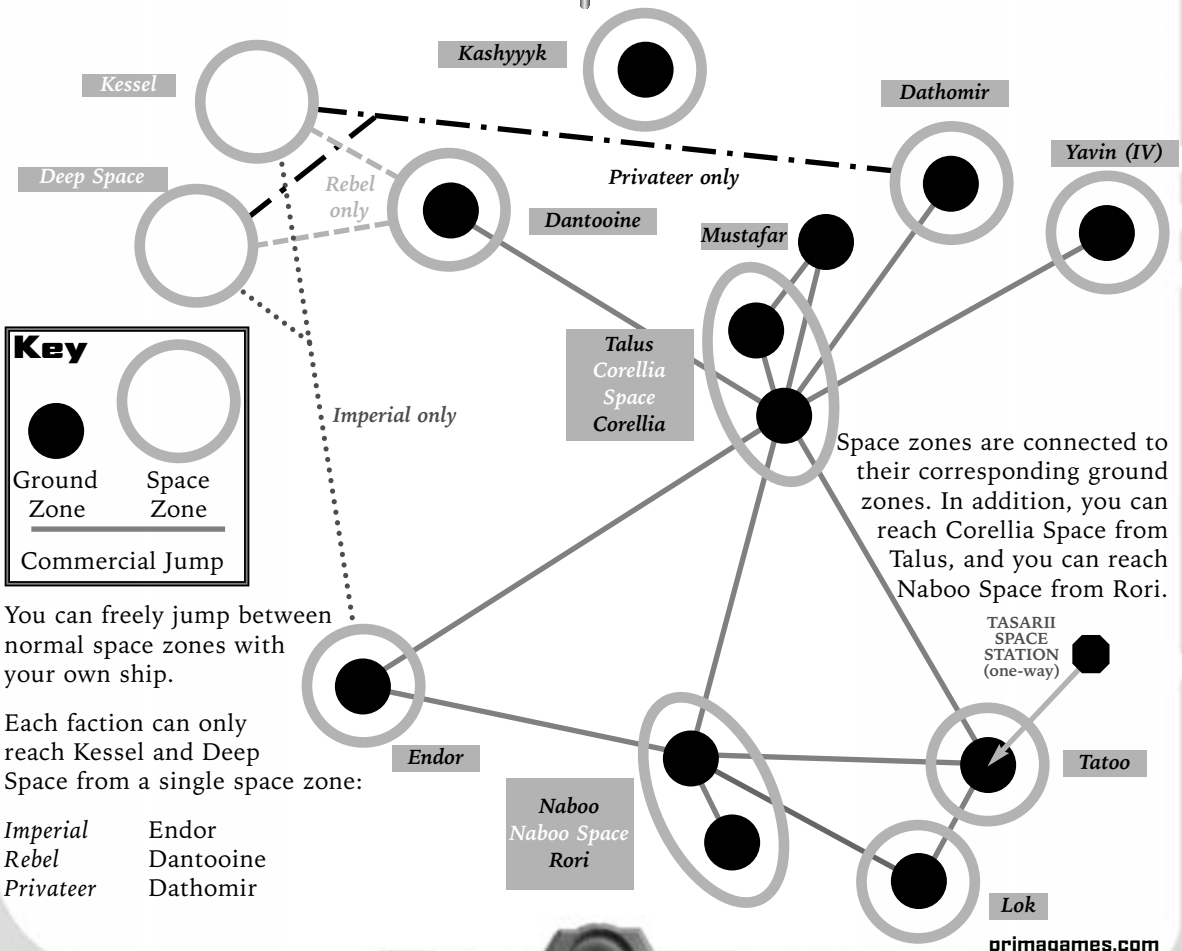
Not all hyperspace points will be available when you begin playing. Some can be only be reached by completing missions. After hyperspacing, a ship's engines must recharge before another jump can take place.

Launch Terminals

Launch terminals allow you to manage components, select active starships and launch into space. All terminals within a city region will launch to the same launch point. Launch points are typically located near existing space stations and hyperspace points.

Utility Space Stations

These stations are used as repair depots, respawn locations and landing access points. Target the station and open a comm channel by using the /comm. command or a button on the UI. From here you can select a set of landing locations associated with this station, or repair your ship.



You can freely jump between normal space zones with your own ship.

Each faction can only reach Kessel and Deep Space from a single space zone:

Imperial	Endor
Rebel	Dantooine
Privateer	Dathomir

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Asteroid Mining

Asteroid mining is one way to collect resources for crafting. To mine, you must pop asteroids until they crumble into useful bits to harvest, while avoiding the pirates who are always ready to take advantage of your hard work. Each space zone has its own set of available resources, listed with that zone's description (pp. 65-74), but here they all are in one list.

CORELLIA

-4048	-2594	-3252	silicaceous
76	-159	796	silicaceous
1794	521	-1763	iron
2790	2606	3265	silicaceous
3668	4466	3722	silicaceous

DANTOOINE

458	270	-2794	acid
2145	-268	-2417	methane
-931	2194	-2755	acid
6263	6841	-3351	methane
7415	6701	3788	acid

DATHOMIR

-2708	90	-971	crystal
-669	-192	2539	crystal
-4876	-1211	6231	crystal

ENDOR

-3250	-5480	-6934	ice
5134	-6373	-777	ice
737	1130	805	ice

KASHYYYK

-2338	-5827	-5820	organometallic
-5951	-13	1033	organometallic
-823	-2001	-999	methane
-4067	1957	3941	organometallic
3339	2307	3472	organometallic
3011	1961	4303	organometallic

KESSEL

2308	-3730	-3402	diamond
-624	-3034	4713	diamond
2726	2291	1981	diamond

LOK

1768	-3540	-1266	obsidian
-1725	-3517	-2976	obsidian
-7033	1361	261	obsidian
3712	-574	-2344	organometallic
-548	670	1513	organometallic

NABOO

-5201	351	-1857	sulfur
-7634	2030	-1699	carbon
-3088	-5468	4106	sulfur
-4620	-5557	2217	sulfur
3984	3077	7159	carbon

TATOOINE

2872	-2382	-42	iron
-216	1721	-1434	iron
442	946	-828	iron
-824	1600	-2790	iron
-335	-2424	515	iron

YAVIN 4

2077	2688	-2977	cyanomethanic
5891	6672	3054	petrochem
2057	-285	1896	cyanomethanic
-2265	-47	5530	petrochem
1848	-279	-971	cyanomethanic

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Terminals

One of the best resources for gaining experience, credits and resources is a terminal. As you can see from this long list, there are quite a few terminals around!

Abbreviations: **T** (Terminal), **MT** (Mission Terminal)

CORELLIA

Bela Vistal (See p. 49.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bazaar T	6643, -5942	-	Shuttleport
Bazaar T	6650, -5942	-	Shuttleport
Imperial MT	6713, -5805	-	Medical Center
Imperial MT	6724, -5805	-	Medical Center
Fencer Celu Fenak	6758, -5779	-	Cantina
Mission T	6921, -5567	-	Hotel
Mission T	6914, -5601	-	Hotel
Mission T	6712, -5545	-	Guild Hall
Mission T	6702, -5544	-	Guild Hall
Mission T	6697, -5599	-	Guild Hall
Mission T	6715, -5598	-	Guild Hall
Mission T	6836, -5781	-	Guild Hall
Mission T	6836, -5785	-	Guild Hall

Coronet (See map, p. 50.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-308, -4640	O	Shuttleport
Banking T	-341, -4640	O	Shuttleport
Bazaar T	-74, -4600	A	Bank
Bazaar T	-53, -4577	A	Bank
Bazaar T	-34, -4599	A	Bank
Bazaar T	-54, -4620	A	Bank
Bazaar T	-363, -4536	B	Cantina
Bazaar T	-314, -4644	O	Shuttleport
Bazaar T	-338, -4644	O	Shuttleport
Mission T	-335, -4442	B	Cantina
Mission T	-333, -4442	B	Cantina
Mission T	-194, -4405	G	Guild Hall
Mission T	-194, -4374	G	Guild Hall
Mission T	-194, -4345	G	Guild Hall
Mission T	-225, -4345	H	Guild Hall
Mission T	-225, -4376	H	Guild Hall
Mission T	-225, -4402	H	Guild Hall
Mission T	20, -4428	J	Guild Hall
Mission T	20, -4450	J	Guild Hall
Mission T	31, -4664	K	Hotel
Mission T	31, -4680	K	Hotel
Mission T	-133, -4707	P	Starport

Doaba Guerfel
(See map, p. 51.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	3091, 5010	J	Shuttleport
Bazaar T	3195, 5372	A	Bank
Bazaar T	3195, 5400	A	Bank
Bazaar T	3224, 5400	A	Bank
Bazaar T	3224, 5372	A	Bank
Bazaar T	3088, 5010	J	Shuttleport
Mission T	3199, 5312	B	Cantina
Mission T	3199, 5310	B	Cantina
Mission T	3188, 4975	G	Guild Hall
Mission T	3295, 5570	K	Starport
Mission T	3294, 5575	K	Starport

Kor Vella (See map, p. 52.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-3501, 3129	A	Cantina
Banking T	-3252, 3120	G	Hotel
Banking T	-3266, 3090	G	Hotel
Banking T	-3807, 3173	I	Medical Center
Banking T	-3772, 3211	J	Shuttleport
Banking T	-3126, 2790	K	Starport
Bazaar T	-3790, 3177	I	Medical Center
Bazaar T	-3775, 3192	I	Medical Center
Bazaar T	-3151, 2780	K	Starport
Bazaar T	-3151, 2784	K	Starport
Mission T	-3425, -3350	D	Guild Hall
Mission T	-3400, 3350	D	Guild Hall
Mission T	-3672, 3080	E	Guild Hall
Mission T	-3683, 3085	E	Guild Hall
Mission T	-3441, 3196	F	Guild Hall
Mission T	-3431, 3202	F	Guild Hall
Mission T	-3264, 3113	G	Hotel
Mission T	-3269, 3102	G	Hotel

Tyrena (See map, p. 53.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bazaar T	-5120, -2369	A	Bank
Mission T	-5128, -2404	A	Bank
Mission T	-5128, -2406	A	Bank
Mission T	-5191, -2558	B	Cantina
Mission T	-5194, -2566	B	Cantina
Mission T	- 5449, -2707	F	Guild Hall
Mission T	-5451, -2707	F	Guild Hall
Mission T	-5450, -2672	G	Guild Hall
Mission T	-5450, -2670	G	Guild Hall
Mission T	-5041, -2307	N	Starport
Bazaar T	-5541, -6207	-	Hotel
Bazaar T	-5542, -6212	-	Hotel
Fencer Iwop	-5441, -6224	-	Hotel
Fencer Yfov Ialog	-5661, -6172	-	Hotel

DANTOOINE

Imperial Outpost
(See map, p. 64.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-4250, -2402	A	Bank
Banking T	-4260, -2411	A	Bank
Bazaar T	-4250, -2412	A	Bank
Bazaar T	-4263, -2403	A	Bank
Cloning T	-4242, -2434	C	Cloning Facility
Imperial MT	-4222, -2435	B/C	Tower
Imperial MT	-4197, -2410	D	Medical Center
Mission T	-4208, -2375	E	Starport

Mining Outpost
(See p. 64.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-630, 2501	–	Starport
Banking T	-602, 2469	–	Bank
Bazaar T	-620, 2490	–	Starport
Bazaar T	-607, 2468	–	Bank
Cloning T	-631, 2441	–	Cloning Facility
Mission T	-609, 2482	–	Bank
Starship T	-644, 2497	–	Starport
Ticket T	-646, 2495	–	Starport

Pirate Outpost
(See p. 64.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	1604, -6366	–	Bank
Banking T	1570, -6366	–	Tavern
Bazaar T	1615, -6367	–	Bank
Bazaar T	1560, -6366	–	Tavern
Cloning T	1580, -6428	–	Cloning Facility
Mission T	1613, -6390	–	Starport
Mission T	1567, -6390	–	Starport
Mission T	1555, -6394	–	Starport
Starship T	1582, -6416	–	Starport
Ticket T	1585, -6415	–	Starport

DATHOMIR

Science Outpost
(See map, p. 63.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-80, -1590	E	Starport
Banking T	-72, -1597	E	Starport
Bazaar T	-82, -1590	E	Starport
Bazaar T	-70, -1598	E	Starport
Cloning T	-62, -1637	B	Cloning Facility
Mission T	-69, -1591	E	Starport
Starship T	-58, -1576	E	Starport
Ticket T	-61, -1575	E	Starport

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Trade Outpost
(See map, p. 63.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	579, 3105	C	Starport
Banking T	569, 3091	C	Starport
Bazaar T	573, 3091	C	Starport
Cloning T	633, 3054	A	Cloning Facility
Mission T	576, 3065	B	Hotel
Starship T	608, 3099	C	Starport
Ticket T	605, 3099	C	Starport

ENDOR

Research Outpost
(See map, p. 61.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	3238, -3500	E	Starport
Bazaar T	3243, -3500	E	Starport
Bazaar T	3231, -3500	E	Starport
Cloning T	3203, -3437	B	Cloning Facility
Mission T	3256, -3495	C	Hotel
Mission T	3188, -3496	E	Starport
Starship T	3214, -3500	E	Starport
Ticket T	3216, -3500	E	Starport

Smuggler's Outpost
(See map, p. 61.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-863, 1555	A	Cantina
Bazaar T	-868, 1555	A	Cantina
Bounty Hunter MT	-906, 1614	B	Cloning Facility
Cloning T	-916, 1620	B	Cloning Facility
Mission T	-854, 1602	C	Medical Center
Mission T	-864, 1566	A	Cantina
Starship T	-960, 1562	D	Starport
Ticket T	-962, 1563	D	Starport

KASHYYYK

Kachirho
(See map, p. 22.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Starship T	-677, -250		Starport

LOK

Nym's Stronghold
(See p. 62.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	422, 5045	–	Bank
Bazaar T	460, 5505	–	Starport
Bazaar T	401, 5050	–	Bank
Cloning T	212, 5149	–	Cloning Facility
Jubilee Wheel	404, 5109	–	Hotel
Lugjack Machine	406, 5108	–	Hotel
Mission T	477, 5489	–	Starport
Mission T	439, 5489	–	Starport
Mission T	428, 5199	–	Outside Wall
Mission T	410, 5199	–	Outside Wall
Mission T	481, 5014	–	Cantina
Mission T	627, 5039	–	Medical Center
Mission T	402, 5127	–	Hotel
Mission T	287, 5087	–	Outside Wall
Mission T	627, 5039	–	Outside Wall
Planetary Map T	570, 5115	–	Medical Center
Starship T	466, 5511	–	Starport
Ticket T	463, 5511	–	Starport

NABOO

Dee'ja Peak (See p. 42.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	5123, -1468	-	Hotel
Banking T	5140, -1474	-	Hotel
Banking T	4941, -1447	-	Guild Hall
Banking T	4941, -1499	-	Guild Hall
Bazaar T	4937, -1443	-	Guild Hall
Bazaar T	4936, -1502	-	Guild Hall
Bazaar T	4730, -1343	-	Guild Hall
Bazaar T	5339, -1558	-	Shuttleport
Fencer Oastaen	5137, -1514	-	Hotel
Lugjack (Slots)	5153, -1438	-	Hotel
Mission T	4920, -1403	-	Guild Hall
Mission T	4901, -1403	-	Guild Hall
Mission T	4733, -1318	-	Guild Hall
Mission T	4728, -1319	-	Guild Hall

Kaadara (See map, p. 44)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	5081, 6713	A	Bank
Banking T	5073, 6713	A	Bank
Banking T	5073, 6706	A	Bank
Banking T	5080, 6706	A	Bank
Bazaar T	5064, 6726	A	Bank
Bazaar T	5060, 6722	A	Bank
Bazaar T	5090, 6693	A	Bank
Bazaar T	5093, 6697	A	Bank
Bazaar T	5369, 6645	M	Starport
Bazaar T	5369, 6648	M	Starport
Bazaar T	5371, 6655	M	Starport
Bazaar T	5371, 6658	M	Starport
Cloning T	5332, 6555	C	Cloning Facility
Cloning T	5333, 6549	C	Cloning Facility
Imperial MT	5145, 6673	K	Medical Center
Imperial MT	5212, 6719	M	Starport
Imperial MT	5214, 6719	M	Starport
Lugjack (Slots)	5214, 6801	I	Hotel
Mission T	5002, 6665	B	Cantina
Mission T	5012, 6671	B	Cantina
Mission T	5109, 6752	E	Guild Hall
Mission T	5123, 6766	E	Guild Hall
Mission T	5195, 6675	M	Starport
Mission T	5195, 6672	M	Starport
Mission T	5195, 6669	M	Starport

Keren (See map, p. 45.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	1786, 2608	A	Bank
Banking T	1792, 2613	A	Bank
Banking T	1787, 2619	A	Bank
Banking T	1781, 2614	A	Bank
Banking T	1276, 2766	N	Starport
Bazaar T	1766, 2614	A	Bank
Bazaar T	1786, 2634	A	Bank
Bazaar T	1807, 2614	A	Bank
Bazaar T	1787, 2594	A	Bank
Bazaar T	1276, 2758	N	Starport
Bazaar T	1276, 2761	N	Starport
Bazaar T	1276, 2770	N	Starport
Bazaar T	1276, 2773	N	Starport
Cloning T	1948, 2755	C	Cloning Facility
Cloning T	1948, 2762	C	Cloning Facility
Imperial MT	2110, 2572	B	Cantina
Imperial MT	2111, 2571	B	Cantina
Fencer Eadaeveig	1242, 2732	N	Starport
Fencer Gedo	1274, 2787	N	Starport
Lugjack (Slots)	1776, 2677	J	Hotel
Mission T	1871, 2626	F	Guild Hall
Mission T	1872, 2601	F	Guild Hall
Mission T	1797, 2545	G	Guild Hall
Mission T	1776, 2545	G	Guild Hall
Mission T	1700, 2597	I	Guild Hall
Mission T	1700, 2630	I	Guild Hall
Mission T	1700, 2700	O	PA Hall
Mission T	1700, 2714	O	PA Hall
Mission T	1444, 2760	N	Starport
Mission T	1444, 2780	N	Starport
Rebellion MT	1247, 2694	N	Starport

Lake Retreat
(See p. 43.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-5486, -4	-	Shuttleport
Bazaar T	-5486, -4	-	Shuttleport
Lugjack(Slots)	-5531, -44	-	Hotel

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Moenia (See map, p. 46.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	4800, -4863	A	Bank
Banking T	4800, -4870	A	Bank
Banking T	4808, -4869	A	Bank
Banking T	4807, -4862	A	Bank
Bazaar T	4788, -4853	A	Bank
Bazaar T	4791, -4882	A	Bank
Bazaar T	4820, -4879	A	Bank
Bazaar T	4817, -4850	A	Bank
Bazaar T	4654, -4621	K	Starport
Bazaar T	4657, -4616	K	Starport
Bazaar T	4671, -4597	K	Starport
Bazaar T	4675, -4592	K	Starport
Cloning T	5021, -4931	C	Cloning Facility
Cloning T	5028, -4930	C	Cloning Facility
Fencer Egeetromif	4811, -4663	K	Starport
Lugjack (Slots)	4660, -4882	H	Hotel
Mission T	4727, -4965	E	Guild Hall
Mission T	4716, -4965	E	Guild Hall
Mission T	4795, -4981	F	Guild Hall
Mission T	4815, -4981	F	Guild Hall
Mission T	4885, -4806	G	Guild Hall
Mission T	4904, -4824	G	Guild Hall
Mission T	4695, -4909	H	Hotel
Mission T	4695, -4877	H	Hotel
Mission T	4801, -4691	K	Starport
Mission T	4794, -4702	K	Starport

Theed (See map, p. 47.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-5127, 4156	B	Bank
Banking T	-5700, 4170	A	Bank
Bazaar T	-5117, 4175	B	Bank
Bazaar T	-5349, 4144	I	Guild Hall I
Bazaar T	-5705, 4150	A	Bank
Bazaar T	-5077, 4297	S	Starport
Bazaar T	-5119, 4333	S	Starport
Bazaar T	-5013, 4250	S	Starport
Cloning T	-4877, 4033	E	Cloning Facility
Cloning T	-5885, 4305	D	Cloning Facility
Elevator T	-5018, 4160	M	Medical Center
Imperial MT	-4832, 4195	S	Starport
Imperial MT	-4918, 4225	S	Starport
Imperial MT	-5469, 4411	N	Palace
Jubilee Wheel	-5053, 4090	L	Hotel
Jubilee Wheel	-5723, 4234	K	Hotel
Lugjack Machine	-5056, 4092	L	Hotel
Lugjack Machine	-5720, 4234	K	Hotel
Mission T	-4837, 4158	S	Starport
Mission T	-4867, 4184	S	Starport
Mission T	-5354, 4156	I	Guild Hall I
Mission T	-5383, 4156	I	Guild Hall I
Mission T	-5441, 4015	H	Guild Hall H
Mission T	-5462, 4015	H	Guild Hall H
Mission T	-5449, 4143	J	Guild Hall J
Mission T	-5464, 4143	J	Guild Hall J
Mission T	-5473, 4198	Q	Guild Hall J
Mission T	-5456, 4262	Q	Shuttleport
Mission T	-5456, 4271	Q	Shuttleport
Mission T	-5350, 4401	N/Q	Palace/Sh P.
Mission T	-5350, 4410	N/Q	Palace/Sh P.
Mission T	-5771, 4408	D	Cloning Facility
Mission T	-5777, 4401	D	Cloning Facility
Mission T	-5700, 4259	K	Hotel
Mission T	-5717, 4259	K	Hotel
Newsnet T	-4846, 4183	S	Starport
Starship T	-4811, 4158	S	Starport
Starship T	-4872, 4209	S	Starport
Starship T	-4824, 4204	S	Starport
Ticket T	-4992, 4072	R	Shuttleport
Ticket T	-4823, 4172	S	Starport
Ticket T	-4856, 4200	S	Starport
Ticket T	-5420, 4317	Q	Shuttleport
Ticket T	-5860, 4181	P	Shuttleport

RORI

Narmle (See map, p. 55.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bazaar T	-5130, -2474	A	Bank
Bazaar T	-5089, -2474	A	Bank
Bazaar T	-5279, -2170	L	Starport
Bazaar T	-5438, -2118	L	Starport
Bazaar T	-5435, -2116	L	Starport
Bazaar T	-5432, -2112	L	Starport
Bazaar T	-5429, -2109	L	Starport
Fencer Xisri	-5187, -2225	J	Medical Center
Mission T	-5155, -2480	A	Bank
Mission T	-5271, -2280	H	Hotel
Mission T	-5300, -2280	H	Hotel
Mission T	-5112, -2344	I	Hotel
Mission T	-5112, -2348	I	Hotel
Mission T	-5147, -2344	I	Hotel
Mission T	-5147, -2349	I	Hotel
Mission T	-5333, -2109	L	Starport
Mission T	-5331, -2111	L	Starport

Restuss (See map, p. 56.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	5181, 5589	A	Bank
Banking T	5175, 5584	A	Bank
Banking T	5181, 5578	A	Bank
Banking T	5186, 5584	A	Bank
Bazaar T	5181, 5603	A	Bank
Bazaar T	5180, 5563	A	Bank
Bazaar T	5240, 5786	I	Shuttleport
Bazaar T	5240, 5789	I	Shuttleport
Bazaar T	5306, 5824	J	Starport
Bazaar T	5308, 5826	J	Starport
Bazaar T	5305, 5830	J	Starport
Bazaar T	5302, 5828	J	Starport
Cloning T	5422, 5892	B	Cloning Facility
Cloning T	5426, 5897	B	Cloning Facility
Imperial MT	5433, 5700	J	Starport
Imperial MT	5435, 5701	J	Starport
Fencer Oowras	5303, 5809	J	Starport
Lugjack (Slots)	5139, 5657	G	Hotel
Mission T	5508, 5635	C	Guild Hall
Mission T	5511, 5635	C	Guild Hall
Mission T	5508, 5611	C	Guild Hall
Mission T	5511, 5611	C	Guild Hall
Mission T	5167, 5680	G	Hotel
Mission T	5132, 5680	G	Hotel

TALUS

Dearic (See map, p. 58.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	540, -2984	A	Bank
Bazaar T	170, -2935	N	Starport
Bazaar T	527, -2977	A	Bank
Bazaar T	717, -3048	M	Shuttleport
Cloning T	253, -3053	D	Cloning Facility
Imperial MT	242, -3072	D	Cloning Facility
Jubilee Wheel	662, -2984	K	Hotel
Lugjack Machine	662, -2988	K	Hotel
Mission T	330, -2940	N	Starport
Mission T	142, -2948	N	Outside Wall
Mission T	142, -2908	N	Outside Wall
Mission T	593, -2927	28	Bank/G. Hall G
Mission T	593, -2952	28	Bank/G. Hall G
Mission T	553, -2934	G	Guild Hall G
Mission T	547, -2957	A	Bank
Mission T	532, -3022	A	Bank
Mission T	688, -2993	K	Hotel
Mission T	688, -3006	K	Hotel
Mission T	590, -3049	I	Guild Hall I
Mission T	527, -3196	H	Outside Wall
Mission T	472, -3225	H	Outside Wall
Mission T	484, -3026	J	Guild Hall J
Mission T	237, -3072	D	Cloning Facility
Mission T	186, -3050	F	Garage
Rebellion MT	645, -2982	K	Hotel
Rebellion MT	700, -3210	C	Capitol
Starship T	305, -2930	N	Starport
Ticket T	295, -2930	N	Starport
Ticket T	689, -3046	M	Shuttleport

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Nashal (See map, p. 59.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	4495, 5208	E	Guild Hall E
Banking T	4494, 5440	I	Starport
Banking T	4513, 5433	I	Starport
Banking T	4332, 5419	H	Shuttleport
Banking T	4351, 5165	F	Hotel
Bazaar T	4525, 5063	G	Outside Wall
Bazaar T	4490, 5441	I	Starport
Bazaar T	4518, 5431	I	Starport
Bazaar T	4333, 5443	H	Shuttleport
Bazaar T	4104, 5289	A	Behind Cantina
Bazaar T	4350, 5179	F	Hotel
Bazaar T	4350, 5150	F	Hotel
Cloning T	4547, 5148	B	Cloning Facility
Imperial MT	4311, 5384	C	Guild Hall C
Jubilee Wheel	4329, 5180	F	Hotel
Lugjack Machine	4329, 5177	F	Hotel
Mission T	4464, 5280	I	Starport
Mission T	4482, 5224	E	Guild Hall E
Mission T	4534, 5041	G	Outside Wall
Mission T	4555, 5463	I	Starport
Mission T	4490, 5485	12	Starport
Mission T	4319, 5379	C	Guild Hall C
Mission T	4195, 5301	A	Cantina
Mission T	4043, 5231	A	Outside Wall
Mission T	4357, 5171	F	Hotel
Mission T	4358, 5159	F	Hotel
Mission T	4384, 5034	21	Outside Wall
Mission T	4339, 5079	D	Guild Hall D
Mission T	4344, 5091	D	Guild Hall D
Mission T	4266, 5130	D	Guild Hall D
Mission T	4260, 5119	D	Guild Hall D
Mission T	4178, 5126	D	Outside Wall
Starship T	4460, 5308	I	Starport
Ticket T	4463, 5315	I	Starport
Ticket T	4329, 5440	H	Shuttleport

TATOOINE

Anchorhead (See p. 37.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bank T	60, -5346	–	Shuttleport
Bank T	60, -5346	–	Shuttleport
Bazaar T	60, -5346	–	Shuttleport
Bazaar T	60, -5346	–	Shuttleport
Mission T	154, -5329	–	N Entrance
Mission T	-154, -5324	–	Cantina (Tosh)
Ticket T	54, -5339	–	Shuttleport

Bestine (See map, p. 38.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-1095, -3522	N	Shuttleport
Banking T	-1122, -3678	L	Museum
Banking T	-1107, -3690	L	Museum
Banking T	-1275, -3658	A	Bank
Bazaar T	-1288, -3578	O	Starport
Bazaar T	-1292, -3601	O	Starport
Bazaar T	-1104, -3536	N	Shuttleport
Bazaar T	-1124, -3677	L	Museum
Bazaar T	-1106, -3693	L	Museum
Bazaar T	-1294, -3668	A	Bank
Bazaar T	-1395, -3711	C	Cantina
Cloning T	-1421, -3798	E	Cloning Facility
Imperial MT	-1151, -3615	D	Capital
Imperial MT	-1160, -3625	D	Capital
Jubilee Wheel	-1179, -3678	I	Hotel
Lugjack Machine	-1208, -3690	I	Hotel
Mission T	-1294, -3604	O	Starport
Mission T	-996, -3713	L	Outside Wall
Mission T	-991, -3713	L	Outside Wall
Mission T	-991, -3721	L	Outside Wall
Mission T	-1013, -3751	L	Outside Wall
Mission T	-1344, -3708	C	Cantina
Planetary Map T	-1310, -3495	J	Hospital
Starship T	-1317, -3585	O	Starport
Ticket T	-1326, -3583	O	Starport
Ticket T	-1094, -3573	N	Shuttleport

Mos Eisley (See map, p. 39.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bank T	3507, -4948	A	Bank
Bank T	3507, -4948	A	Bank
Bank T	3507, -4948	A	Bank
Bank T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3507, -4948	A	Bank
Bazaar T	3697, -4816	N	Walls/Starport
Bazaar T	3697, -4816	N	Walls/Starport
Bazaar T	3697, -4816	N	Walls/Starport
Bazaar T	3697, -4816	N	Walls/Starport
Cloning T	3442, -5016	E	Cloning Center
Cloning T	3442, -5016	E	Cloning Center
Lugjack Machine (slots)	3363, -4596	C	Can. (Lucky D.)
Mission T	3493, -4868	-	Unmarked bldg.
Mission T	3703, -4816	N	Starport
Mission T	3716, -4737	N	Starport
Mission T	3474, -4620	G	Parking Garage
Mission T	3298, -4619	D	Cloning Facility
Mission T	3298, -4649	D	Cloning Facility
Mission T	3506, -4684	I	Guild Hall
Mission T	3506, -4684	I	Guild Hall
Mission T	3506, -4684	I	Guild Hall
Mission T	3506, -4684	I	Guild Hall
Mission T	3422, -4735	H	Guild Hall
Mission T	3361, -4715	K	Guild Hall
Mission T	3361, -4715	K	Guild Hall
Mission T	3492, -4866	B	Cantina
Planetary Map T	3534, -4745	L	Medical Center
Ticket T	3414, -4659	M	Shuttleport

Mos Entha (See map, p. 40.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bank T	1257, 2943	A	Bank
Bank T	1257, 2943	A	Bank
Bank T	1257, 2943	A	Bank
Bank T	1257, 2943	A	Bank
Bank T	1493, 3329	I	Guild Hall
Bank T	1493, 3329	I	Guild Hall
Bank T	1493, 3329	I	Guild Hall
Bank T	1433, 3309	I	Guild Hall
Bank T	1433, 3309	I	Guild Hall
Bazaar T	1257, 2943	A	Bank
Bazaar T	1257, 2943	A	Bank
Bazaar T	1257, 2943	A	Bank
Bazaar T	1257, 2943	A	Bank
Bazaar T	1196, 2994	O	Starport
Bazaar T	1196, 2994	O	Starport
Bazaar T	1196, 2994	O	Starport
Bazaar T	1196, 2994	O	Starport
Bazaar T	1493, 3329	I	Guild Hall
Bazaar T	1433, 3309	I	Guild Hall
Bazaar T	1568, 3019	H	Guild Hall
Bazaar T	1568, 3019	H	Guild Hall
Cloning T	1327, 3458	C	Cloning Facility
Cloning T	1327, 3458	C	Cloning Facility
Mission T	1296, 3132	O	Starport
Mission T	1152, 2934	O	Starport
Mission T	1336, 3373	F	Guild Hall
Mission T	1562, 3404	K	Hotel
Mission T	1512, 3398	K	Hotel
Mission T	1374, 2989	G	Guild Hall
Mission T	1374, 2989	G	Guild Hall
Mission T	1568, 3019	H	Guild Hall
Mission T	1568, 3019	H	Guild Hall
Mission T	1760, 3136	E	Parking Garage
Planet Map T	1338, 3297	L	Medical Center
Ticket T	1273, 3103	O	Starport
Ticket T	1273, 3103	O	Starport
Ticket T	1273, 3103	O	Starport
Ticket T	1273, 3103	O	Starport
Ticket T	1415, 3470	M	Shuttleport
Ticket T	1232, 3191	M	Shuttleport

Mos Espa (See map, p. 41.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Bank T	-2998, 2334	A	Bank
Bank T	-2998, 2334	A	Bank
Bank T	-2998, 2334	A	Bank
Bank T	-2998, 2334	A	Bank
Bazaar T	-2809, 2199	M	Shuttleport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2754, 2051	P	Starport
Bazaar T	-2904, 1928	O	Shuttleport

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Bazaar T	-3116, 2152	N	Shuttleport
Bazaar T	-2998, 2334	A	Bank
Bazaar T	-2998, 2334	A	Bank
Bazaar T	-2998, 2334	A	Bank
Bazaar T	-2998, 2334	A	Bank
Cloning T	-3019, 2240	C	Cloning Facility
Cloning T	-3019, 2240	C	Cloning Facility
Mission T	-2878, 1987	G	Guild Hall
Mission T	-2878, 1987	G	Guild Hall
Mission T	-2878, 1987	G	Guild Hall
Mission T	-3011, 2245	B	Cantina
Mission T	-2999, 2117	B	Cantina
Mission T	-3076, 2097	H	Guild Hall
Mission T	-3076, 2097	H	Guild Hall
Mission T	-3146, 2240	B	Cantina
Mission T	-3143, 2275	C	Cloning Facility
Mission T	-2944, 2530	D	Parking Garage
Mission T	-2985, 2432	I	Guild Hall
Mission T	-2985, 2432	I	Guild Hall
Mission T	-2985, 2432	I	Guild Hall
Mission T	-2722, 2233	E	Parking Garage
Planet Map T	-3146, 2097	L	Medical Center
Ticket T	-2809, 2175	M	Shuttleport
Ticket T	-2904, 1928	O	Shuttleport
Ticket T	-3116, 2152	N	Shuttleport

Mos Taike (See p. 37.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	3774, 2345	–	Garage
Bazaar T	3791, 2338	–	Garage
Cloning T	3898, 2351	–	Cloning Facility
Jubilee Wheel	3773, 2382	–	Tavern
Lugjack Machine	3771, 2384	–	Tavern
Mission T	3783, 2378	–	Tavern

Wayfar (See p. 37.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-5112, -6543	–	Outside Wall
Bazaar T	-5175, -6485	–	Outside Wall
Bounty Hunter MT	-5207, -6459	–	Outside Wall
Cloning T	-5073, -6629	–	Cloning Facility
Mission T	-5128, -6590	–	Cantina
Mission T	-5206, -6465	–	Outside Wall
Rebellion MT	-5295, -6530	–	Outside Wall

YAVIN 4

Labor Outpost
(See map, p. 60.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-6884, -5692	A	Cantina
Bazaar T	-6918, -5739	E	Starport
Cloning T	-6983, -5764	B	Cloning Facility
Mission T	-6881, -5685	A	Cantina
Starship T	-6921, -5713	E	Starport
Ticket T	-6921, -5710	E	Starport

Mining Outpost
(See map, p. 60.)

TYPE	NEARBY COORD.	NEARBY MAP KEY	LANDMARK
Banking T	-320, 4855	C	Hotel
Banking T	-308, 4855	C	Hotel
Bazaar T	-314, 4855	C	Hotel
Cloning T	-356, 4835	B	Cloning Facility
Mission T	-294, 4821	C	Outside Wall
Starship T	-280, 4896	E	Starport
Ticket T	-282, 4896	E	Starport

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Starting Character Quests: Level 1 – 30

One of the most significant enhancements in the NGE is the addition of a central line of quests that, if followed, will take your character from Level 1 all the way to Level 90 (at the time that this book is going to print, only the quests for Levels 1-30 are in, but the rest are planned).

In this section, we'll give you an overview of what you can expect from Level 1-30 quests, which take place on Tansarii Point Station, Tatooine and Naboo.

TANSARII POINT STATION

Unless you are creating your first character, you can choose to skip Tansarii Point Station entirely. If you opt to "skip tutorial" at the end of character creation, you'll start the game in Mos Eisley (with a few levels of experience already under your belt). Even if you do decide to run the tutorial, you'll be offered plenty of chances to leave Tansarii early and move on to Mos Eisley. If this is your first new character in the updated game, we recommend that you do hit Tansarii, and that you milk it for everything it's worth. Taking full advantage of the opportunities of experience on Tansarii should get you to about Level 10 (with some useful items) by the time you travel to Tatooine.

You'll begin the game by being rescued by Han Solo, Chewie and the droids. They'll take you to Tansarii Point Station in the Millennium Falcon (you'll get to blast some TIE fighters along the way from the Falcon's turret). On the station, you'll discover that the Falcon was damaged in the escape. Han will direct you to your first mission — to visit a trainer in your chosen profession. This person will give you a few tasks designed to teach you the unique aspects of your chosen profession. Then, talk to Han for missions to scavenge the parts Han needs to fix his ship.

Han is old friends with the station administrator, and he will ask you to help her out of a jam. Once you do so, you will be introduced to her assistant, who will tip you off about several adventure and employment opportunities on the station.

There are a couple of trouble spots on Tansarii where you can hunt hostiles for experience. On the lower deck, the droids in the repair bay have gone berserk; also, a band of smugglers has taken over one of the cargo bays on this deck. Meanwhile, the upper deck of the station is a parklike atrium, where the wildlife has gotten a little out of hand.

As you rise in experience, most of your assignments will transfer from Tansarii Point Station itself to the asteroid mines on the nearby Gamma Station, where the menaces are significantly more deadly.

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TATOOINE

You'll start out your groundside adventures in Mos Eisley on Tatooine. (If you're below Level 10, you can find work helping the mayor clean up the town.) This will remain your headquarters until about combat Level 12. Doing the quests in the approximate order given below will make for a smooth progression up the ladder.

Mos Eisley

Remember when you were rescued by Han and Chewie? Those thugs who were chasing you were in the employ of Jabba the Hutt, who considers that you owe him money. In Mos Eisley you'll be contacted by Jabba (through his man Bib Fortuna), who's impressed by your resourcefulness. He'll offer you a truce, and even throw some work your way — provided you agree to work off your debt first.

Respect

You'll meet a young man just outside the Mos Eisley starport. He tells you that a rival gang stole some valuable Old Republic Coins from Jabba's courier, and he asks you to recover the coins.

Special Delivery

Jabba (through Bib) "requests" that you make contact with one Dunir. First, Dunir wants you to make a delivery to a smuggler's camp just outside of town. Next, Dunir will send you to the White Thranta shipping office to pick up a package, which then needs to be returned to Dunir.

Digital Infection

Reimos believes that something fishy is going on at the White Thranta shipping company. He needs somebody to go in and plant a bug to continue his investigation.

Bone Gnashers

Tori, a biochemist who says she's researching poison antidotes, needs some bone gnasher poison glands for her research. The bone gnasher is not native to Tatooine, but there are rumors that the Krayt cultists have imported a few (apparently, bone gnashers have a gift for rapidly stripping the flesh off corpses). Risky, yes, but paying adventurous types to steal bone gnasher bits from the cultists is still cheaper than importing the creatures from their home on Naboo.

This mission represents a leap forward in difficulty from its predecessors. You may want to bring some friends along.

Epidemic

Reimos is still investigating White Thranta shipping. He's worried, because some of his intercepted intelligence points to possible bio-terrorism. He needs somebody to go in to the White Thranta corporate infirmary and come out with hard evidence.

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Data Purge

The information in the medical computer Reimos had you bug must be destroyed. It includes some terrible techniques and formulas, and any of this data getting into the hands of those who might be tempted to use it could have dire consequences.

Dren is the boss at White Thranta shipping. As should be plain by now, there are plenty of people who have cause to wish him gone. Eliminate Dren, and you put an end the White Thranta operation.

Answers

Once Dren is eliminated, you will uncover evidence that he's not the top man at White Thranta after all. You must investigate to discover the name of the real boss, and also the identity of the boss's boss. The White Thranta operation is a spider web of treachery, and it's not always easy to tell exactly who you're working for or exactly who you're working against.

Face of Evil

This is the final encounter with Brok Ziamzun, the shadowy power behind Dren and the White Thranta operation (but Brok has a boss of his own …) You will definitely want to bring some friends along before you try to take out Brok, who is the toughest thing you've come up against so far in your career.

When you've won the battle against Brok, you'll discover that he's been taking an interest in a certain cargo, and that the Empire and the Rebellion are interested in this cargo as well.

Anchorhead/Bestine

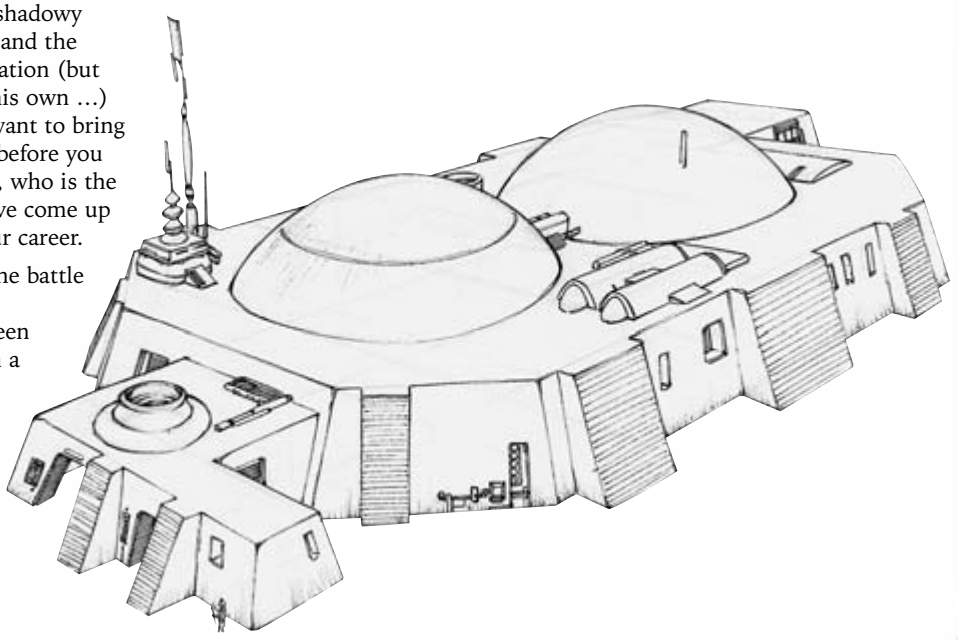
At this point, you'll have to choose whether to contact Commander Arlan Barrezz, the Imperial agent in Bestine, or Captain Carh'la Bastra of the Rebel Alliance, in Anchorhead. Either one will give you basically the same three tasks.

Jawa Tracks

Part of the cargo shipment that you're looking for has been sold to some Jawa Traders. The Jawas are in a sandcrawler and are traveling their trade route, selling the cargo off in smaller lots to various peoples. You'll need to track down the sandcrawler to get a full inventory of what the Jawas bought and to whom they sold their part of the cargo. You'll have to investigate in several different places before you have the data you need.

Valarian Haul

Some of the cargo ended up in the hands of Valarian smugglers. You'll have to infiltrate their camp and get an inventory of their purchase. These are dangerous, desperate people, and fighting will be necessary.



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Darklighter Cache

Some of the cargo that you are tracking has ended up in the hands of the Darklighter clan. You need to get a complete inventory of what they purchased. This is a timed quest. You'll need to bring friends, and you'll all need to work efficiently together.

Who Has the Button?

Your handler (Barrezz or Bastra) needs to get the data you collected in the previous three missions analyzed. This will require the services of a certain slicer who happens to need rescuing from his current employers. Once he's free, the slicer, one Jem Lavar, will tell you that the cargo you've been tracking was a droid, and that it's ended up in the hands of an entrepreneurial fellow named Watto (yes, this is the same Watto who owned Anakin and Shmi Skywalker in *The Phantom Menace*).

Mos Espa/Mos Entha

You'll meet Watto at his shop in Mos Espa, where he deals in "things no one else may want, at the moment." He'll tell you that he sold the droid you're looking for to Jabba, but that it came back in pieces (Jabba's a bit hard on droids). The remains were sold as scrap.

Watto can't quite remember who he sold the pieces to, but his memory might improve if you can help him out with a few little tasks that have been weighing on his mind lately. Once you earn Watto's trust, he'll send you out to recover the parts of the droid itself, which turns out to be an R2 unit.

Unfortunately, one part is still missing … the head. Watto supposes it must still be in Jabba's palace.

Jabba's Palace

In Jabba's palace, you'll have to run through the "theme park" adventures to make a name for yourself. Eventually, you'll meet up with EV-9D9, who's kept the head you need. EV-9D9 will be happy to give you what you want … of course, there are a few little things that need to be done first.

Once the droid is assembled, it tells you that it was owned by a scientist who discovered an AI program capable of vastly increasing the effectiveness of droids in combat. Fearing the implications of this discovery, the scientist destroyed all copies of his program except one, which he divided up among the memories of several droids. The scientist worked out of a lab on Naboo.

Of course, your Rebel or Imperial contact will be most pleased to learn you're on the track of this significant piece of new military technology. You'll be sent to Naboo, to continue to follow the trail.

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NABOO

The lab is in an old bunker from the wars with the Trade Alliance. At the moment, that territory is under the control of a gang calling itself the Skaak Tippers.

Kaadara

A local named Panaka in the town of Kaadara is willing to help you find what you're looking for, in exchange for help bringing the Tippers under control.

Tipping the Balance

You arrive on Naboo and receive a message from your Imperial or Rebel contact, ordering you to clear the Skaak Tippers out of a certain bunker left over from the war. Once the bunker is cleaned out, you're contacted by Panaka.

When you report to Panaka in Kaadara, he agrees to look into the missing droids if you'll help him take action against the Skaak Tippers. He believes the Tippers are planning something, and he'd really like to know what that is.

A bit of Skaak Tipper hunting tips you off that the gang has been smuggling weapons, and you must destroy the gang's arsenal. Panaka puts this information together with what he already knows, and realizes that the Tippers are arming themselves for a bank robbery.

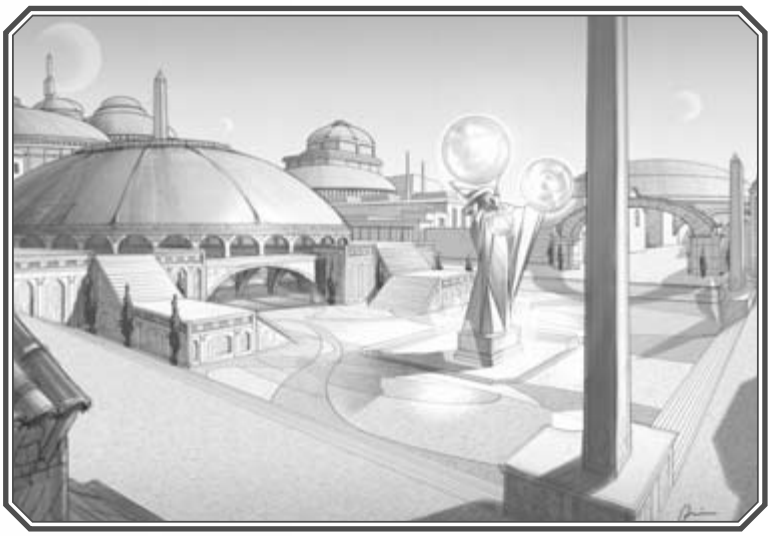
It's now time for a frontal assault on the gang's lair and on their leader, Jonni Skaak. Once the Tippers are neutralized, Panaka tells you that useful information can be found on a computer in the library in Theed, but to access it you'll need to be a member of the Royal Security Forces with a Naboo security clearance.

Panaka sends you on your way with introductions to Captain Typho of the RSF, and to Poo'ja, a former senator.

Keren

Captain Typho keeps his headquarters in Keren. He's the next patron you'll need to contact.

Typho has a backlog of missions he needs cleared. These include Naboo Planetary Defense (NPD) assignments (space missions), Royal Security Police Force (RSPF) cases (ground missions) or Royal Marine Regiment (RMR) duties (dungeon missions).



Typho has two missions of each type, and you'll need to complete three of the six to attain the security clearance you need. If you complete all six, Typho has a special reward and a decoration for you.

NPD Mission 1

This is a standard patrol route that's been neglected lately.

NPD Mission 2

A pirate named Starwing has started attacking patrol ships. Your mission is to seek and destroy.

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RSPF Mission 1

Investigate a new underworld syndicate calling itself (with admirable candor) the Naboo Criminal Coalition (NCC).

RSPF Mission 2

Hunt down and take out the NCC leader.

RMR Mission 1

The NCC are trying to re-fortify an old bunker. You need to stop them before they can complete their task.

RMR Mission 2

Return to the NCC bunker to take out the syndicate's top assassin.

Theed

When you finish in Karen, you're sent on to Poo'ja, in Theed — former senator and gray eminence of Naboo politics.

Terrorists in Theed

Poo'ja sends you off to infiltrate a terrorist cell operating in Theed. First you must discover their plans, then you must neutralize the threat.

Hugo's Dilemma

Hugo Eckener, the retired ex-minister of architecture for Naboo, is a friend of Poo'ja, and he's in need of some discreet help out of a messy situation.

Meanwhile, Back at the Ranch

This is Poo'ja's last assignment. Completing Poo'ja's tasks will bring you to the security clearance level you need to access the data you want, level 7. (But go ahead and try to access the computer in the library before you reach level 7, to gain some interesting and amusing information.)

The Four Droids

When you access the computer, you'll discover the identity and location of the four droids containing the AI. Each of the four droids is in a very dangerous place.

Mouse Droid

The first part is in a mouse droid in the bunker that you visited when you first arrived on Naboo. Of course, once again, unsavory elements have moved in and taken the bunker for their own.

Super Battle Droid

The second piece is in a super battle droid reported stolen by Borvo the Hutt. When you ask Borvo for the droid, he agrees readily and hands you the key to his "storage area." Of course, the "storage area" turns out to be guarded in numerous surprising and unpleasant ways.

Droideka

This droid was last seen in the Dee'ja Peak area. Its current whereabouts are a very deep and dangerous place.

Battle Droid

This droid was taken home by the Gungans as spoils after the Battle of Naboo. Currently, it's fallen into the hands of Gungan separatists, who want to use its data to regain exclusive control of the planet. You'll have to battle through these radicals to get to your goal.

CONCLUSION

Once you've recovered the pieces of the AI, you're congratulated (and significantly rewarded) by your Rebel or Imperial contact. Then you're given your next assignment, which will take you to either Corellia (if you're working for the Rebels) or Rori (if you're working for the Empire).

If you complete all the Tatooine and Naboo quests, you should be near Level 30.

(At the time this book went to press, quests in this series beyond Level 30 have not yet been implemented in the game.)

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Clone Relics Quests

The Clone Relics quests begin all over the various worlds of the game. They'll teach you a lot about galactic history and bring you into contact with some very familiar characters. While the quests are related, they are each separate — you don't need to finish them in any special order.

We knew we wanted to introduce you to these secret missions, but we also knew that because of their unique nature and place in the lore, we didn't want to give away any big spoilers. This fiction piece by a dedicated **Star Wars *Galaxies*** *player seemed like the ideal compromise. Enjoy.*

The Explorer's Guide to the Clone Relics

By Korren Faihon of Tarquinas server

Bestine Cantina … one of the last places in the Outer Rim you'd expect to find an explorer claiming to hold the secret to a cache of relics from the war which saw the rise of the Empire.

Of course, he's probably a con artist looking to make a few credits from the local historical museum. That's why I've been sent to meet him — a junior clerk, no unique skills, my time worth very little and won't be missed following wild goose chases like this. He claims to be Corellian, which doesn't lend him favor in my eyes: I've never met a Corellian who wasn't a braggart or a thief. And what's he doing on this rock of a planet, thousands of parsecs from his home? Surely he could find a higher price for his "wares" in the Core Worlds.

I enter the cantina as instructed, and eye the room for my subject. It's hard to see in the dim light — it's high noon, and the full fury of Tatooine's two suns makes it impossible to see indoors after you've been exposed to the outdoor light. Most Bestine citizens are wisely asleep, or deep underground where it's cool … though jealous of their comfort, this fact does make my job easier. In fact, the Corellian happens to be the only human in the cantina, slowly sipping an ale in the corner while a cleaning droid makes its rounds.

The man has a silly, lop-sided grin on his face, clearly enjoying my discomfort. As I take a seat next to him, the bartender drops a mug in front of me — Vasarian brandy, from the smell of it — and walks to a back room, giving us privacy. I size up the Corellian, though I've never had an eye for interpreting much based on appearance. He seems a mixed stereotype: a ragged explorer and soldier, face weathered from long days under a beating sun, outfit simple, a blaster at his side, and something in his eye … perhaps wisdom, or a belief in that religion called the Force? Yet he seems youthful, definitely in the better half of his life, as if his toughness comes, not from a long life, but from one started earlier than most.

I clear my throat. "So, Mr. Faihon … where do we begin?"

He chuckles, and slowly lifts something from a bag in the chair next to his. He drops the object in front of me without speaking a word.

It's a DC-15 Carbine, used by the Republic army during the Clone Wars.

I try to hide my shock behind an aura of authority. "You do realize that owning such a weapon is illegal under Imperial law?" *I stammer.* "You could be sentenced to death for owning this!"

He chuckles again; he seems to enjoy this small show of amusement. He speaks, the first words he's uttered since I arrived. It's a simple request: "Don't you want to know where I found it?"

I want to know, and he wants to tell. It appears there's something to this Corellian. I take a sip of the brandy and settle into my seat, eager to hear his tale; how he ran into this relic of the Clone Wars. It seems the carbine isn't the only treasure he's found …

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The Imprisoned Genosian

He begins his tale:

"I once met a Geonosian on a planet filled with slaves and slavers. Seems this fellow was a researcher, there to study the local population — I know, I've never heard of a Geonosian interested in anything but war either, but there you have it. But trouble followed his every step, and it wasn't long before he wound up on the wrong side of local law and was placed in prison.

"I met him because I too was placed in the same prison, but that doesn't matter. Now, don't get me wrong, I ain't a fan of those bugs since that stunt they pulled with the Confederation. But his story had some credibility, and heck, I've got a soft heart, so I helped him out. I had to travel from one side of the galaxy to the other to clear his name, but in the end my reward was a lifelong companion where I never expected one."

"So you helped free him?" *I prompt.*

"When did I say the Geo was the companion?" *he retorts with a chuckle. I concede the point, and wonder what it was he earned from the insect.*

A Fallen Hero

"It was shortly after that I found myself in a party hunting sludge panthers — if you don't know what those are, don't ask. We found our way to a local cantina, and over a number of drinks I made a friend whose name is unimportant. My friend was, he acknowledged, a Clone: a soldier from the old wars, body slowly dying on him despite medical and mechanical enhancements. I helped him with a problem, and he gave me something I'll forever treasure."

I gasp. "His armor! Or … a piece of it! He gave you a piece of his armor!" *I can barely contain my excitement. Such a relic would fetch an emperor's ransom.*

"I never said that." *Another chuckle.* "Here, have another drink; we aren't done yet."

Not Partners … Associates

"That gun in front of you …" *He motions at the counter, where the gun still rests.* "That gun was a gift from the depths of this planet, given by a man more powerful than you could possibly imagine. Why he chooses to spend his time here, in the court of such a disgusting beast, is beyond me. But I assisted him with a special problem he was having, and he gave me that gun."

"So you were partners with this … man?"

"Not partners; associates. He'd have killed me had I asked to be partners."

I gulp, and look to change the subject; death has always bothered me. "Does … does the gun still function?"

He nods. "Killed a man with it soon as I got it … and that isn't the only blood it's seen."

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The Great Hunter

He pauses, thinking his next words over.

"I met another man on this blasted planet … self-proclaimed 'greatest hunter of all times,' though what he was hunting in the middle of a cantina I'll never know. I couldn't stand the man's bragging — that kills me, listening to stuff like that — so I challenged him to prove I was his equal. I equaled him all right, and bested him at that. Sure, he knew how to handle a rifle, but not in the way I learned … not a soldier's way."

"What did you do?" *I prod.*

"Slew a terrible beast, one that had eluded the great hunter himself. Such a horror it was …" *He stops short. I prompt him to continue.* "It was the first terror I'd felt since I was a child. I nearly fled in panic at the sight of the creature."

"What … what was it?"

He becomes defensive. "Why? So you can look its name up in an encyclopedia? Witness its might through a holographic replay? Would that make you feel courageous? What right have you to know its name? I'm the one who killed it, and I'll decide who I share my secret with! How many men could stand up to such a creature and have a mere shimmer of hope of defeating it?"

"You sound like that hunter," *I reply softly. He hears me, though, and chuckles again.*

"You're right," *he replies. I sigh, relieved.* "But I still can't tell you its name … it still gives me nightmares. If you want to know, you'll have to find the hunter. Maybe you'll be up to his challenge as well."

Me? Womp rats are enough to give me the chills.

The Star Map

"I decided I needed a vacation after that monster. I hypered to the Naboo system, intent on visiting the Imperial Palace and a few local landmarks … but I ran into a few 'friends' along the way. Our chat was short and left me crashed in the southern regions of one of Naboo's moons … Roni? Something like that. Anyways, I wasn't the only person having ship trouble.

"I found a crash site on my way to the nearest starport, no more than a click away, and inside was a map such as I had never seen. Can't tell ya what was on it … belonged to a great pirate king, who conveniently happened to be vacationing in the very city where I ended up. He paid me to track down the other pieces of the map, and conveniently enough, gave me some spare parts to fix up my ship."

I slowly shake my head. "Geonosians, clones, a cocky hunter, a man 'more powerful than I can possibly imagine …' and now a pirate king? It sounds a little incredible, despite what you've shown me." *And it does.*

"Oh, it gets better," *he assures me. This ought to be good.*

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Fist of the Empire

"Next you're going to tell me you worked for the Emperor himself," *I tease.*

"Almost, but not quite." *Apparently I'm not too far off the mark.* "But I did find something of interest to an important Imperial on the planet where I found that Geo. Ever hear of the Sisters of the Night?"

I nod. Who hasn't? The Witches of Dathomir: wild bands of women said to control the elements from atop their rancor mounts, slaughtering any traveller unlucky enough to find his way to that dreadful planet. Terrifying. I shudder.

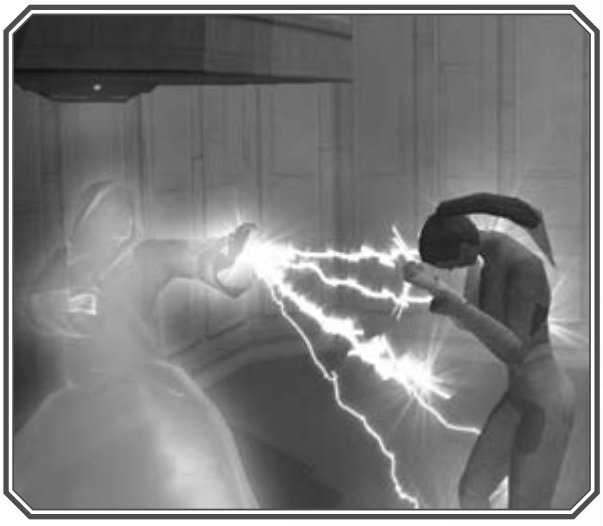
"The Sisters leave many corpses in their wake … and I just so happened to find one valuable enough to land me a new starfighter. Well, I wouldn't call it new … but it beat the piece of junk I was flying."

"And you got this from an Imperial officer?"

And another chuckle. "Call him an officer to his face, and you'd find yourself dead. But yes, from a member of the Empire … so don't expect to find anything if you're a member of the Rebellion."

"Why would I be that foolish?" *Honestly! Working as a junior clerk at a backwater museum is enough responsibility for me.*

"Watch your mouth," *he replies.* "The story isn't finished yet."



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To the Queen's Aid

"Remember that vacation I had planned? I finally got back to it, and ran into a member of the Naboo royal family with a problem."

"Who?" *Naboo has a long tradition of female rulers … does he mean the Queen? Or a relative?* "Queen Amidala?"

No chuckle this time. He roars with laughter. "Don't get the news very often out here, do ya? Amidala hasn't ruled Naboo in decades. No, not Amidala, *but* this person is every bit as beautiful as Amidala was."

He blushes. Affection, perhaps? Could he have known Amidala? No, he's much too young … "Anyways, this person had a few friends in trouble, and asked me to help out. Royalty kill me — so much power, but they're helpless to assist a friend in need. I was contacted through channels the Empire would love to know about … let's just say these contacts were more than a little 'rebellious.'

"I solved the Royal problem no sweat … and made out with this beautiful piece of machinery."

He places a hologram projector on the counter. A ship of beauty such as I have never seen is displayed in the air ahead of me. I'm exasperated.

"Is that …"

He grins, obviously proud of the ship. "One of a dozen at most still roaming the galaxy. Beautiful, isn't she?"

I can't find the words to tell him I agree. But he seems to understand anyway.

Passing of the Torch

I can sense the story has drawn to a close.

"So …" *Cough.* "Mr Faihon … do you truly intend to sell these things to our museum?" *My pulse quickens, and I begin to speak rapidly.* "Because if so, the people of Bestine will forever be in your debt. I cannot begin to explain how much this would …"

He cuts me off with a wave of his hand. Such power behind that wave — as if an unseen force made me stop talking. "No, I am not going to sell my trophies. I am going to give them to you … on one condition."

"Name it!" *This is too good to be true.*

"Follow in my footsteps, with your memory as guide. Find the places I've spoken to you about, and speak with those I came into contact with. Meet their challenges, assist in their troubles, exceed their expectations as I did — and you can have what is mine. That's all I ask."

Of course, something I can't do. "But I'm just a clerk at a museum! I know nothing of hunting or clones or Imperial law or witches or …"

Another wave of the hand. "Quiet. You can and will accomplish this task. Every person has the power to change the universe if he so chooses … and you're being asked far less than that. Take your first steps into a larger world, and you'll find yourself with power and resources you never dreamed of."

Why do I suddenly feel so bold, so fully of energy and hope? I grab a paper from his outstretched hand; it's a starship deed, to a freighter I assume is the one he crashed on Rori. In a daze, I set down my drink, nod at the Corellian and make my way to the starport. Perhaps he's right … maybe I can do this. But I see things clearly now. Dying on a far-away planet, on a mission over my head and beyond my capabilities … surely such a fate is no worse than working as a junior clerk at an ancient historical museum on the forgotten world of Tatooine.

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Cube of Chu-Gon Dar Recipes

Dr. Ithes Olok (on Mustafar) is willing to share some of his spare cubes with those who don't mind performing a small service for him. What the cubes do is turn several things into a single, more powerful thing. Various objects found around Mustafar can be transformed with a cube. For more information, see page 10. Glowing — that's the key. If it's glowing, there's a good chance it will work in the cube.

BG = Barely Glowing **FG** = Faintly Glowing **DG** = Dimly Glowing **WG** = Warmly Glowing

Level	Item 1	Item 2	Item 3	Final Item
0	BG Old Cup	BG Datapad	BG Worklight	Minor Health Stim (3 charges)
3	FG Brazier	FG Impulse Detector	FG Small Crate	Antibiotic Caplets (10 charges)
3	FG Decryptor	FG Ambush Detector	FG Patch of Hair	Antibiotic Caplets (20 charges)
3	FG Decryptor	FG Brazier	FG Chemical Antidote	Auto-Counter IFF Device (10 charges)
3	FG Ambush Detector	FG Chance Die	FG Powerpack	Constitution Boost Stim (10 charges)
3	FG Homing Beacon	FG Circuit Board	FG Fuse	Constitution Boost Stim (20 charges)
3	FG Decryptor	FG Radio	FG Slave Collar	Dance Baton (left)
3	FG Booster	FG Powerpack	FG Fuse	Dance Baton (right)
3	FG Homing Beacon	FG Medical Enhancement	FG Fuse	Dermal Laminant Spray (10 charges)
3	FG Camera	FG Chance Die	FG Retrofit Kit	Dermal Laminant Spray (20 charges)
3	FG Impulse Detector	FG Chance Die	FG Fuse	External Melee Weapon Stabilizer (10 charges)
3	FG Ambush Detector	FG Homing Beacon	FG Impulse Scanner	External Melee Weapon Stabilizer (20 charges)
3	FG Booster	FG Circuit Board	FG Patch of Hair	External Ranged Weapon Scope (10 charges)
3	FG Chemical Antidote	FG Feather	FG Feather	External Ranged Weapon Scope (20 charges)
3	FG Camera	FG Brazier	FG Patch of Hair	Eye of Mesra
3	FG Homing Beacon	FG Slave Collar	FG Distress Beacon	Fire Prevention Spray (10 charges)
3	FG Document	FG Radio	FG Cyborg Kit	Fire Prevention Spray (20 charges)
3	FG Booster	FG Retrofit Kit	FG Comm Unit	Fire Retardant Spray (10 charges)
3	FG Chance Die	FG Impulse Scanner	FG Circuit Board	Fire Retardant Spray (20 charges)
3	FG Small Crate	FG Cyborg Kit	FG Patch of Hair	Flat Blade Dance Baton (left)
3	FG Document	FG Retrofit Kit	FG Powerpack	Flat Blade Dance Baton (right)
3	FG Booster	FG Chemical Antidote	FG Impulse Scanner	Health Boost Hormone (10 charges)
3	FG Decryptor	FG Feather	FG Cyborg Kit	Health Boost Hormone (20 charges)
3	FG Brazier	FG Homing Beacon	FG Radio	Image Cohesion Diffusing Module (10 charges)
3	FG Chance Die	FG Slave Collar	FG Small Crate	Image Cohesion Diffusing Module (20 charges)
3	FG Camera	FG Chemical Antidote	FG Feather	Immu-Boost Caplets (10 charges)
3	FG Module Interface	FG Medical Enhancement	FG Powerpack	Immu-Boost Caplets (20 charges)
3	FG Decryptor	FG Document	FG Module Interface	Kinetic Repulsion Generator (10 charges)
3	FG Camera	FG Ambush Detector	FG Impulse Detector	Kinetic Repulsion Generator (20 charges)
3	FG Medical Enhancement	FG Cyborg Kit	FG Impulse Scanner	Old Republic Power Converter
3	FG Camera	FG Medical Enhancement	FG Comm Unit	Ornate Dance Baton (left)
3	FG Booster	FG Slave Collar	FG Feather	Ornate Dance Baton (right)
3	FG Radio	FG Small Crate	FG Comm Unit	Poison Interdiction Compound (10 charges)
3	FG Decryptor	FG Module Interface	FG Impulse Scanner	Poison Interdiction Compound (10 charges)
3	FG Chemical Antidote	FG Distress Beacon	FG Powerpack	Poison Prevention Serum (20 charges)
3	FG Homing Beacon	FG Impulse Detector	FG Circuit Board	Poison Prevention Serum (20 charges)
3	FG Chance Die	FG Feather	FG Medical Enhancement	Reinforced Support Beam
3	FG Camera	FG Module Interface	FG Fuse	Soft Lighting Source
3	FG Radio	FG Feather	FG Patch of Hair	Stamina Boost Stim (10 charges)
3	FG Document	FG Slave Collar	FG Fuse	Stamina Boost Stim (20 charges)
3	FG Module Interface	FG Radio	FG Distress Beacon	Static Field Generator (10 charges)
3	FG Impulse Detector	FG Distress Beacon	FG Impulse Scanner	Styptic Powder (10 charges)
3	FG Ambush Detector	FG Feather	FG Cyborg Kit	Styptic Powder (20 charges)
3	FG Distress Beacon	FG Retrofit Kit	FG Circuit Board	Synthetic Creature Hide
3	FG Powerpack	FG Comm Unit	FG Patch of Hair	Transthermal Padding
3	FG Module Interface	FG Brazier	FG Comm Unit	Weighted Dance Baton (left)

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CUBE RECIPES (CONT.)

Level	Item 1	Item 2	Item 3	Final Item
3	FG Document	FG Chemical Antidote	FG Circuit Board	Weighted Dance Baton (right)
3	FG Booster	FG Ambush Detector	FG Medical Enhancement	Willpower Boost Stim (10 charges)
3	FG Chance Die	FG Cyborg Kit	FG Retrofit Kit	Willpower Boost Stim (20 charges)
5	DG Shisha	FG Cyborg Kit	FG Impulse Scanner	Adhesive Friction Surface
5	DG Bottle	FG Ambush Detector	FG Impulse Detector	All-Purpose Repulsion Generator (10 charges)
5	DG Liquid	FG Booster	FG Brazier	All-Purpose Repulsion Generator (5 charges)
5	DG Ledger	FG Ambush Detector	FG Distress Beacon	Antibiotic Caplets (improved (20 charges)
5	DG Magnetite Cleaner	FG Brazier	FG Retrofit Kit	Antibiotic Caplets (improved) (10 charges)
5	DG Bone	FG Radio	FG Cyborg Kit	Antibiotic Caplets with Innu-boost (10 charges)
5	DG Device	FG Homing Beacon	FG Impulse Scanner	Antibiotic Caplets with Innu-boost (5 charges)
5	DG Magnetite Cleaner	FG Powerpack	FG Comm Unit	Auto Counter IFF Device (20 counters)
5	DG Device	FG Retrofit Kit	FG Patch of Hair	Auto-counter IFF Device (improved) (10 charges)
5	DG Bottle	FG Brazier	FG Homing Beacon	Constitution Boost Stim (improved) (15 charges)
5	DG Medicine	FG Booster	FG Ambush Detector	Constitution Boost Stim (improved) (7 charges)
5	DG ID Badge	FG Module Interface	FG Radio	Dermal Laminant Spray (improved) (10 charges)
5	DG Shield Repair Kit	FG Booster	FG Impulse Detector	Dermal Laminant Spray (improved) (20 charges)
5	DG Ledger	FG Feather	FG Comm Unit	Dermal Laminant Styptic (10 charges)
5	DG Bacta Ampule	FG Small Crate	FG Patch of Hair	Dermal Laminant Styptic (5 charges)
5	DG Canister	FG Chemical Antidote	FG Circuit Board	Determination Enhancement (15 charges)
5	DG Battery	FG Radio	FG Retrofit Kit	Determination Enhancement (7 charges)
5	DG Sphere Of Water	FG Brazier	FG Impulse Detector	Disrupter Pistol Coil
5	DG Recording Rod	FG Small Crate	FG Medical Enhancement	Disrupter Rifle Coil
5	DG Spool Of Wire	FG Cyborg Kit	FG Distress Beacon	DP-23 Rifle Coil
5	DG Bottle	FG Camera	FG Fuse	Endurance Hormones (15 charges)
5	DG Medicine	FG Fuse	FG Patch of Hair	Endurance Hormones (7 charges)
5	DG Ledger	FG Medical Enhancement	FG Cyborg Kit	External Melee Weapon Stabilizer (improved) (20 charges)
5	DG Bacta Ampule	FG Feather	FG Distress Beacon	External Melee Weapons Stabilizer (improved) (10 charges)
5	DG Bacta Ampule	FG Homing Beacon	FG Slave Collar	External Ranged Weapon Scope (improved) (10 charges)
5	DG Ledger	FG Impulse Detector	FG Chance Die	External Ranged Weapon Scope (improved) (20 charges)
5	DG Droid Interface	FG Homing Beacon	FG Radio	Fiery Strike (5 charges)
5	DG Droid Interface	FG Impulse Detector	FG Medical Enhancement	Fire Prevention Spray (improved) (10 charges)
5	DG Battery	FG Chemical Antidote	FG Feather	Fire Prevention Spray (improved) (20 charges)
5	DG Liquid	FG Camera	FG Chemical Antidote	Fire Retardant And Prevention Spray (10 charges)
5	DG Bottle	FG Document	FG Chance Die	Fire Retardant And Prevention Spray (5 charges)
5	DG Canister	FG Chance Die	FG Small Crate	Fire Retardant Spray (improved) (10 charges)
5	DG Medicine	FG Decryptor	FG Slave Collar	Fire Retardant Spray (improved) (20 charges)
5	DG Spray Bottle	FG Document	FG Cyborg Kit	Fortitude Enhancement (7 charges)
5	DG Magnetite Cleaner	FG Module Interface	FG Fuse	Fortitude Enhancement (advanced) (15 charges)
5	DG Spray Bottle	FG Module Interface	FG Powerpack	Fortitude Enhancement (advanced) (5 charges)
5	DG Liquid	FG Document	FG Module Interface	Health Boost Hormone (improved) (15 charges)
5	DG Battery	FG Decryptor	FG Camera	Health Boost Hormone (improved) (7 charges)
5	DG Sphere Of Water	FG Impulse Scanner	FG Circuit Board	Heavy Republic Flame Thrower Coil
5	DG Magnetite Cleaner	FG Decryptor	FG Document	Image Cohesion Diffusing Module (improved) (10 charges)
5	DG Pair Of Binoculars	FG Camera	FG Module Interface	Image Cohesion Diffusion Module (improved) (20 charges)
5	DG Bacta Ampule	FG Booster	FG Fuse	Immu-Boost Caplets (improved) (20 charges)
5	DG Shield Repair Kit	FG Decryptor	FG Chance Die	Instinct Enhancement (15 charges)
5	DG Pair Of Binoculars	FG Homing Beacon	FG Patch of Hair	Instinct Enhancement (7 charges)
5	DG ID Badge	FG Booster	FG Comm Unit	Instinct Enhancement (7 charges)
5	DG Spool Of Wire	FG Module Interface	FG Booster	Ion Relic Pistol Coil
5	DG ID Badge	FG Camera	FG Brazier	Kinetic Repulsion Generator (improved) (10 charges)
5	DG Shield Repair Kit	FG Module Interface	FG Patch of Hair	Kinetic Repulsion Generator (improved) (20 charges)
5	DG Shisha	FG Retrofit Kit	FG Powerpack	Lava Cannon Coil
5	DG Ammo Box	FG Medical Enhancement	FG Distress Beacon	Micro Optic Fiber-Weave
5	DG Recording Rod	FG Chance Die	FG Slave Collar	Mustafar Bandit Sword Core
5	DG Recording Rod	FG Document	FG Camera	Obsidian Lance Core
5	DG Shisha	FG Slave Collar	FG Feather	One Handed Obsidian Sword Core

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Level	Item 1	Item 2	Item 3	Final Item
5	DG Spray Bottle	FG Chemical Antidote	FG Chance Die	Overwhelming Shock (5 charges)
5	DG Bottle	FG Medical Enhancement	FG Powerpack	Poison Interdiction Compound (improved) (10 charges)
5	DG ID Badge	FG Decryptor	FG Patch of Hair	Poison Interdiction Compound (improved) (20 charges)
5	DG Pair Of Binoculars	FG Document	FG Comm Unit	Poison Intervention and Interdiction Compound (5 charges)
5	DG Shield Repair Kit	FG Camera	FG Circuit Board	Poison Prevention and Interdiction Compound (10 charges)
5	DG Liquid	FG Slave Collar	FG Small Crate	Poison Prevention Serum (improved) (10 charges)
5	DG Medicine	FG Feather	FG Impulse Scanner	Poison Prevention Serum (improved) (20 charges)
5	DG Liquid	FG Circuit Board	FG Comm Unit	Resilience Hormones (15 charges)
5	DG Canister	FG Impulse Scanner	FG Powerpack	Resilience Hormones (7 charges)
5	DG Ammo Box	FG Impulse Scanner	FG Retrofit Kit	Schematic Deed: Throwpillow, Blue
5	DG Sphere Of Water	FG Distress Beacon	FG Powerpack	Schematic Deed: Throwpillow, Red
5	DG Spool Of Wire	FG Medical Enhancement	FG Fuse	Schematic Deed: Throwpillow, Yellow
5	DG Ammo Box	FG Ambush Detector	FG Radio	Sfor Carbine Coil
5	DG Shield Repair Kit	FG Radio	FG Slave Collar	Stamina Boost Stim (improved) (15 charges)
5	DG Pair Of Binoculars	FG Impulse Detector	FG Chemical Antidote	Stamina Boost Stim (improved) (7 charges)
5	DG Bone	FG Circuit Board	FG Fuse	Static Field Generator (20 charges)
5	DG Droid Interface	FG Small Crate	FG Impulse Scanner	Static Field Generator (improved) (10 charges)
5	DG Droid Interface	FG Cyborg Kit	FG Circuit Board	Stuffed Bantha
5	DG Spray Bottle	FG Ambush Detector	FG Homing Beacon	Styptic Powder (improved) (10 charges)
5	DG Pair Of Binoculars	FG Brazier	FG Slave Collar	Styptic Powder (improved) (20 charges)
5	DG Bone	FG Impulse Detector	FG Distress Beacon	Tenacity Enhancement (15 charges)
5	DG Device	FG Brazier	FG Ambush Detector	Tenacity Enhancement (7 charges)
5	DG Medicine	FG Radio	FG Chemical Antidote	True Strike Multi-Retaliation Device (5 charges)
5	DG Ammo Box	FG Fuse	FG Comm Unit	Tulrus Lance Core
5	DG Spool Of Wire	FG Small Crate	FG Feather	Two Handed Obsidian Sword Core
5	DG Shisha	FG Homing Beacon	FG Chemical Antidote	Two Handed Tulrus Sword Core
5	DG Canister	FG Decryptor	FG Ambush Detector	Universal Weapon Scope (10 charges)
5	DG Battery	FG Document	FG Brazier	Universal Weapon Scope (20 charges)
5	DG Battery	FG Distress Beacon	FG Retrofit Kit	Willpower Boost Stim (improved) (15 charges)
5	DG Bone	FG Small Crate	FG Cyborg Kit	Willpower Boost Stim (improved) (7 charges)
13	WG Magseal Detector	DG Magnetite Cleaner	FG Small Crate	All Purpose Weapon Lubricant (5 charges)
13	WG Deed	DG Liquid	FG Brazier	Blade of the Betrayer
13	WG Rod	DG Bottle	FG Booster	Caller of Storms
13	WG Scroll	DG Magnetite Cleaner	FG Decryptor	Coynite Disruptor Pistol
13	WG Artifact	DG Spray Bottle	FG Retrofit Kit	Coynite Disruptor Rifle
13	WG Pill Box	DG Battery	FG Module Interface	Coynite Sfor Republic Carbine
13	WG Artifact	DG Pair Of Binoculars	FG Ambush Detector	Coynite Two-Handed Sword
13	WG Metallic Eye	DG Medicine	FG Comm Unit	Coynite Xandank Lance
13	WG Magseal Detector	DG Device	FG Impulse Detector	Domesticator's Necklace
13	WG Rod	DG Shield Repair Kit	FG Document	DP-23 Rifle (variant)
13	WG Aeromagnifier	DG Canister	FG Camera	Glucose Metabolite Inhaler (advanced) (10 charges)
13	Few WG Splinters	DG Canister	FG Medical Enhancement	Heavy Republic Flame Thrower (variant)
13	WG Aeromagnifier	DG ID Badge	FG Camera	Ion Relic Pistol (variant)
13	WG Pill Box	DG Device	FG Impulse Detector	Lava Cannon (variant)
13	WG Engine Component	DG ID Badge	FG Module Interface	Lava Geode
13	WG Deed	DG Bone	FG Document	Obsidian Lance (variant)
13	WG Eyeball	DG Ammo Box	FG Slave Collar	Schematic Deed: Mustafarian Chair
13	WG Sensor Jammer	DG Shisha	FG Distress Beacon	Schematic Deed: Mustafarian Table, Large
13	WG Crystal	DG Recording Rod	FG Brazier	Schematic Deed: Mustafarian Table, Medium
13	WG Metallic Eye	DG Spray Bottle	FG Homing Beacon	Two-Handed Obsidian Sword (variant)
15	Few WG Splinters	DG Liquid	DG Bone	All-Purpose Weapon Lubricant (advanced)
15	WG Magseal Detector	DG Pair Of Binoculars	DG Device	Forward Deployment Boots
15	WG Artifact	DG Medicine	DG Spray Bottle	Forward Deployment chestplate
15	WG Aeromagnifier	DG Pair Of Binoculars	DG Bone	Forward Deployment Gloves
15	WG Rod	DG Battery	DG Bottle	Forward Deployment Helmet
15	WG Deed	DG ID Badge	DG Spray Bottle	Forward Deployment Left Bicep
15	WG Metallic Eye	DG Canister	DG Shield Repair Kit	Forward Deployment Left Bracer
15	WG Pill Box	DG Bottle	DG Device	Forward Deployment Leg Armor
15	WG Scroll	DG Liquid	DG Spray Bottle	Forward Deployment Right Bicep
15	Few WG Splinters	DG Canister	DG ID Badge	Forward Deployment Right Bracer
15	WG Magseal Detector	DG Bottle	DG Magnetite Cleaner	Light Engagement Boots
15	WG Artifact	DG Pair Of Binoculars	DG Shield Repair Kit	Light Engagement Chestplate

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CUBE RECIPES (CONT.)

Level	Item 1	Item 2	Item 3	Final Item
15	WG Aeromagnifier	DG Battery	DG Liquid	Light Engagement Gloves
15	WG Rod	DG Canister	DG Device	Light Engagement Helmet
15	WG Deed	DG Liquid	DG Pair Of Binoculars	Light Engagement Left Bicep
15	WG Metallic Eye	DG Device	DG Bone	Light Engagement Left Bracer
15	WG Pill Box	DG Canister	DG ID Badge	Light Engagement Leg Armor
15	WG Scroll	DG Medicine	DG Magnetite Cleaner	Light Engagement Right Bicep
15	Few WG Splinters	DG Battery	DG Bone	Light Engagement Right Bracer
15	WG Magseal Detector	DG Canister	DG Bottle	Riot Control Boots
15	WG Artifact	DG Battery	DG Magnetite Cleaner	Riot Control Chestplate
15	WG Aeromagnifier	DG Spray Bottle	DG Magnetite Cleaner	Riot Control Gloves
15	WG Rod	DG Shield Repair Kit	DG Magnetite Cleaner	Riot Control Helmet
15	WG Deed	DG Bottle	DG ID Badge	Riot Control Left Bicep
15	WG Metallic Eye	DG Liquid	DG Medicine	Riot Control Left Bracer
15	WG Pill Box	DG Medicine	DG Bone	Riot Control Leg Armor
15	WG Scroll	DG Battery	DG Pair Of Binoculars	Riot Control Right Bicep
15	Few WG Splinters	DG Shield Repair Kit	DG Spray Bottle	Riot Control Right Bracer
15	WG Crystal	DG Sphere Of Water	DG Spool Of Wire	Schematic Deed: Display Case
15	WG Sensor Jammer	DG Shisha	DG Recording Rod	Schematic Deed: Radar Screen
15	WG Eyeball	DG Sphere Of Water	DG Ammo Box	Schematic Deed: Tech Analyzer
15	WG Aeromagnifier	DG Medicine	DG ID Badge	Subduer's Necklace
19	WG Metallic Eye	WG Skull	FG Cyborg Kit	Bio-Capacitance Discharge Bracer
19	WG Aeromagnifier	WG Skull	FG Patch of Hair	Disruptor Pistol (variant)
19	WG Scroll	WG Deed	FG Chance Die	Disruptor Rifle (variant)
19	WG Scroll	WG Rod	FG Powerpack	DP-23 Rifle (variant)
19	WG Aeromagnifier	WG Gravestone	FG Feather	Explosive Pellet Bracelet
19	WG Magseal Detector	WG Metallic Eye	FG Small Crate	Heavy Republic Flame Thrower (variant)
19	WG Aeromagnifier	WG Magseal Detector	FG Radio	Ion Relic Pistol (variant)
19	WG Metallic Eye	WG Artifact	FG Circuit Board	Lava Cannon (variant)
19	WG Magseal Detector	WG Engine Component	FG Comm Unit	Mustafar Bandit Sword (variant)
19	Few WG Splinters	WG Gravestone	FG Fuse	Obsidian Lance (variant)
19	WG Rod	WG Pill Box	FG Chemical Antidote	Obsidian Sword (variant)
19	WG Deed	WG Rod	FG Distress Beacon	Sfor Republic Carbine (variant)
19	WG Aeromagnifier	Few WG Splinters	FG Retrofit Kit	Subjugator's Necklace
19	WG Scroll	WG Pill Box	FG Impulse Scanner	Two-Handed Obsidian Sword (variant)
19	Few WG Splinters	WG Artifact	FG Slave Collar	Two-Handed Tulrus Sword (variant)
19	WG Magseal Detector	WG Artifact	FG Medical Enhancement	Xandank Lance (variant)
21	WG Aeromagnifier	WG Pill Box	DG Liquid	Disruptor Pistol (variant)
21	WG Deed	WG Gravestone	DG Pair Of Binoculars	Disruptor Rifle (variant)
21	WG Scroll	WG Artifact	DG Shield Repair Kit	DP-23 Rifle (variant)
21	WG Deed	WG Engine Component	DG Magnetite Cleaner	Heavy Republic Flame Thrower (variant)
21	WG Pill Box	WG Artifact	DG Device	Ion Relic Pistol (variant)
21	WG Artifact	WG Skull	DG Device	Lava Cannon (variant)
21	WG Metallic Eye	WG Rod	DG Medicine	Mustafar Bandit Sword (variant)
21	Few WG Splinters	WG Engine Component	DG Bottle	Obsidian Lance (variant)
21	Few WG Splinters	WG Rod	DG Battery	Obsidian Sword (variant)
21	WG Metallic Eye	WG Pill Box	DG Spray Bottle	Sfor Republic Carbine (variant)
21	Few WG Splinters	WG Scroll	DG Bone	Tamer's Necklace
21	WG Pill Box	WG Skull	DG ID Badge	Two-Handed Obsidian Sword (variant)
21	WG Scroll	WG Deed	DG Shield Repair Kit	Two-Handed Tulrus Sword (variant)
21	WG Magseal Detector	WG Deed	DG Canister	Xandank Lance (variant)
27	WG Aeromagnifier	WG Metallic Eye	WG Rod	Amoebic Discharge Bracer
27	WG Rod	WG Pill Box	WG Gravestone	Jedi Knight Cloak
27	WG Scroll	WG Deed	WG Gravestone	Jedi Knight Cloak
27	WG Artifact	WG Engine Component	WG Skull	Lava Crystal
27	WG Magseal Detector	Few WG Splinters	WG Metallic Eye	Master Taming Necklace

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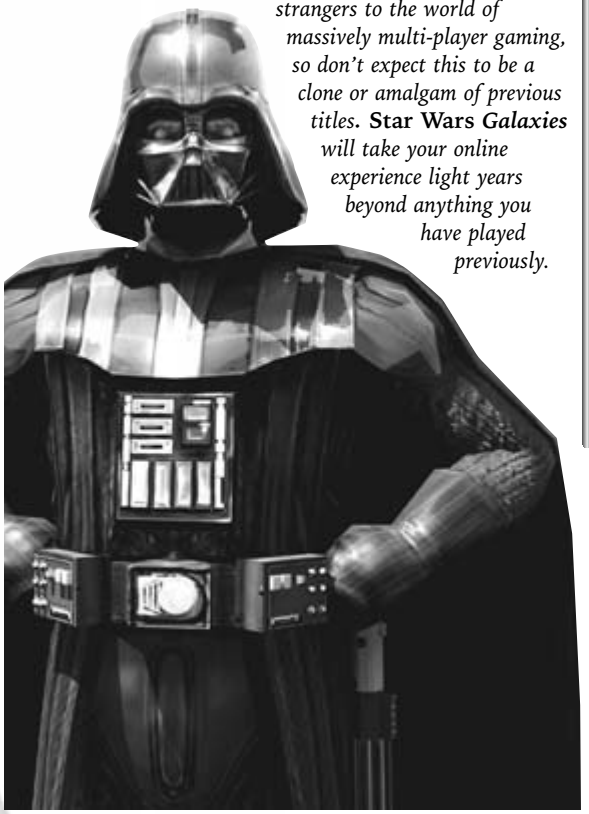
New Player Introduction

Congratulations! You just purchased one of the most anticipated games to come along since perhaps 1977. And because you are reading this guide, you must have some idea of the enormity of this game. Games have come a long way since you first took on the Death Star in full wire frame, coin-op splendor! This game isn't as cut and dried as your standard action title either, so fight the urge to load up the game and dive right in. You'll be much better off if you give us a few minutes to help you plan ahead.

This chapter is here for two reasons. First, we outline the basics of an MMORPG for anyone who is new to the genre. (If you just asked yourself what is an MMORPG, don't skip this section!) Secondly, we would like to give those who have played other MMORPGs an idea of how **Star Wars *Galaxies*** *differs from those that have come before it. The creators of this game are no strangers to the world of massively multi-player gaming, so don't expect this to be a clone or amalgam of previous titles.* **Star Wars *Galaxies*** *will take your online experience light years beyond anything you have played previously.*



MMORPG ... WHAT?

MMORPGs, or Massively Multi-Player Online Role-Playing Games, are a fairly recent phenomenon in gaming, although their roots go back to the Multi-User Dungeons (MUDs) of the late '80s. Basically, they are an attempt to immerse a player in a fantasy world, complete with all the basic interactions that would occur in a real world environment (albeit with text and emotive-based interaction with other players and simulated interactions with non-player characters, or NPCs).

What Am I in For?

Get used to the idea that you cannot go it alone. MMORPGs offer a dynamic and ever-changing world that requires players to rely on one another to accomplish goals. Communicating with other adventurers is as much a part of the game as gaining experience. Some professions even gain experience *through* their interactions with fellow players. You'll need to rely on other players, at least a little, to get through the day.

Secondly, the character is you! Or, more accurately, the character you create is a representation of you. You will directly interact with both your environment and fellow players, so your personality will show through. This fact leads to many topics, from character creation to etiquette to role-playing.

UNDERSTANDING CHARACTER CREATION

If you are new to role-playing games, the concept of character creation may be new to you. The character you create will be a representation of you, but what specifically about you will be reflected in your online creation? This is the all-important question. Will you be an adventurer who lives to explore the universe? Will you be an pilot or a shipwright, a fighter or an

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entertainer? You have many choices to make and, for the most part, your style of gameplay will lead you in the right direction. However, creating the correct type of character at the start gives you innate advantages. So, start thinking about what type of character you would like to play.

Find more detailed information on the choices that are available in the "Character Creation" and "Professions" chapters in this guide.

Role-Playing

With character creation, you create a character geared to the sort of playing you would like to do. For example, you may want to jump in a few nights a week, take out some things, and be done. Or, you may want to spend a lot of time conversing with others, while performing a needed service (both viable options in ***Star Wars* Galaxies**). And although we haven't delved into the specific choices you have to make in order to tailor a character to your playing style, you are ahead of the game if you have given this some thought.

The second thing to consider during character creation is personality. The most common choice is to be you, whatever that entails. If you are naturally witty and a "people-person," you may want to choose a character who can bank on those skills (think Officer or Medic). If you are a person of few words and prefer to let your actions speak for themselves, try Commando or Bounty Hunter. Your personality does not need to dictate your character. You can play whatever class you wish, just as you are. The upside to this approach is simple: "Just being you" is not a charade, so it is easy to maintain.

If you are more adventurous, and think to yourself, "You know, I am myself 24 hours a day. I don't need to *play* as myself too!" then you may be a natural role-player. You may be witty and kind in real life, but the idea of a jaded and hardened adventurer appeals to you. Your character may have no time for idle chatter, and little tolerance for those with inferior battle skills. Your mood is mostly sour, and your wit is biting, when and if it appears. Role-playing of this kind is tougher to pull off, as you must keep up the act for as long as it suits you. But don't let that deter you; the world is destined to be richer with you in it.

ETIQUETTE

Role-player or not, bear this in mind: You are part of a large and diverse community with players of all backgrounds. Therefore, hateful and discriminatory behavior and chat is not tolerated. Sexual harassment is not tolerated. Racial slurs, epithets, jokes and so forth are not tolerated. You may be playing an "evil" character in-game, but remember, role-playing is neither an excuse nor an outlet for that type of behavior.

If you choose to create a character of "questionable character," than take the following tips to heart:

- Think before you type: If you have the slightest hesitation before pressing Enter, don't press it. It's better to play it safe and keep both your social status and your account in good standing.
- Know your audience: When playing with strangers, establish some boundaries before you let the full brunt of your rough-and-tumble nature rear its unpleasant head. You could be grouped with a young child and not know it. *Star Wars* is loved by "kids" of all ages, so adjust your attitude to that end.
- When appropriate, announce that you are "in character": Even though you may be playing within the bounds of proper conduct, some players may take offense at your character's attitude. Perhaps their idea of a good ***Star Wars* Galaxies** experience is different from yours. In this case, it may help to announce that you are simply "in-character," and mean nothing personal by your actions. Again, being "in-character" doesn't excuse prohibited behavior, but other players may be more receptive to your act if you profess it to be just that.
- What goes around comes around: There is a price for creating an unpleasant character. Those you slight today may be the Medics you need tomorrow.
- Common sense: Learn to differentiate between role-playing and bad behavior.

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Crossing the Line

If you feel a player has crossed the line into offensive behavior, there are two steps you can take to deal with him or her. The first is to place the offender on your personal Ignore list. The Ignore list is a filter that stops any messages sent by offending players from reaching you. There is no penalty to the offending player if you choose this option; it just makes life easier on you. To place a player on your Ignore list, type:

/ignore: [offending player's first name]

Should the harassment be severe or become offensive, the second option is to report the player to a Customer Service Representative (CSR). Hit [H] to bring up Services. From there, click on "Report a Bug" or "Report a Harrassment" buttons.

What's the Point?

All this talk about creating a character and rules of good conduct are necessary, but they don't speak to the point of the game at all. But explaining the point of ***Star Wars* Galaxies** is a difficult undertaking. Traditional role-playing games, or almost any game, typically have a beginning, a middle and an end. The plot evolves along these lines: You press start, then you talk, drive, fight, fly, shoot, run, jump, pass and/or score until you win. They're very linear, very easy. Well, this is not precisely true of most MMORPGs, and it is especially not true of ***Star Wars* Galaxies.**

In ***Star Wars* Galaxies**, your character plays an integral role in the player-generated economy, although how small or large a role is up to you. No items, weapons or armor will be sold at merchants, unless they are player found or created. To create an item, schematics must be drawn up and the appropriate resources gathered. Then you must have the skill to assemble the necessary components. Likewise, no healing is done by NPCs, so you must see a player-character to heal your wounds. Players can even start new cities and place certain elements, depending upon their profession.

It is a player-run economy, and you must decide your role. Basically, the old adage "You get out what you put in" is a fitting way to describe the point of ***Star Wars* Galaxies**. How much you wish to put in is precisely what you need to figure out.

ADVANCEMENT & EXPERIENCE POINTS

No matter what type of character you create, you advance your skills by gaining experience points (XP). Experience points can be earned in a variety of ways: engaging in combat, healing another player, crafting an item, or myriad other ways. The type of XP you earn is dependent on how you spend your time.

Spending Your Time Wisely

Figuring out the type of play you enjoy makes it easier to choose a starting profession. Read the following descriptions for some suggestions on professions that best fit your style of play.

Bounty Hunter. I am a stalker of the most dangerous game. I track fugitives down, neutralize them as threats, and bring them in — alive, if possible. I'm equally adept at lethal and non-lethal combat, and can take care of myself both at range and in close. I am very self sufficient when operating on my own, but my unique skills can also be extremely useful as part of a group.

Commando. I am a warrior, a soldier. Combat is my reason for existing — let some other guy handle the fancy stuff. I like things that go "boom" — guns and explosives. I'm not at my best in close combat situations. I'm tough enough to make it solo, but because my skills are so narrowly focused, I do best when I can be the muscle of a group.

Jedi. The Force is strong within me, and I have chosen to follow the path of a Jedi. Both the light and the dark side lie before me, and it is for me to choose between them. In time, I hope to earn my lightsaber and perfect the skills of the great champions of the Force who have gone before me. My abilities are many, and they serve me equally well in solo and group combat. I am unequalled in close combat situations.

Medic. I am a healer. It is my function to keep my friends alive and in fighting trim. My skills will greatly enhance the odds of survival for any group I join. I can, at need, use my arts against my enemies, but I am not a strong fighter, and I am not well suited to solo adventuring. I need a group around me to survive and use my abilities to their full potential.

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Officer. I am a military leader. I take a group of talented individuals and turn them into a unit of maximum efficiency. I make the whole greater than the sum of its parts. My skills can help keep my comrades alive and make them more dangerous in combat. Although I have significant combat skills in my own right, I am only at my full potential when working as part of a group.

Smuggler. I live on the bleeding edge of lawful society. I look out for number one, and get ahead any way I can. I'm a survivor, able to take care of myself in both close and ranged combat. I can go it alone, but if it's in my interests to team up with others, I can bring a lot to a group. I don't believe there's any such thing as a "fair fight" — in combat, I'll use any dirty trick I can. I'm pretty good at non-lethal combat, because bodies = complications, and I'm less worried about getting the other guy than in making a clean getaway.

Spy. I live in the shadows. My watchwords are stealth and misdirection. You'll never know we've met, until it's too late. My specialty is getting up close and then taking you out clean before you even know I'm there. I can work just fine by myself, but my unique skills can also be a big help to any group I may join.

These are basic descriptions, and you should refer to **Character Creation** (p. 103) for more detailed information. Reading the descriptions above should give you an idea about the base classes and the types of skills you will be spending your time honing.

Non-Combat Professions

A character can be one of nine professions in ***Star Wars* Galaxies**. Seven of these nine professions are combat professions (listed above). Characters in these professions earn experience by engaging enemies and creatures in combat, and by completing missions and quests. Two of the professions, Trader and Entertainer, are non-combat professions. These professions do not earn experience through combat, and in fact have only very limited ability to defend themselves. A Trader advances by collecting resources, creating useful items and selling or trading these items on the open market. An Entertainer advances by dancing or performing music in cantinas. There are some missions for Traders and Entertainers, but not as many as there are for the combat professions.

It is **VERY STRONGLY** recommended that you select a combat profession for your first ***Star Wars* Galaxies** character. Trader and Entertainer should be regarded as specialized options for players who are already well acquainted with the game, and who are looking for new ways to experience it.

Secondary Professions

There are also two "secondary" professions within the game. These professions are Pilot and Politician. Secondary professions can be freely combined with other professions. Thus you can be a Scout and a Pilot, or an Entertainer and a Politician, or a Trader/Pilot/Politician. You can pick up the secondary professions at any time during your career; you do not have to choose them at character creation.

Pilot is the ability to fly and fight with starships. Although it is not required, most adventurers will probably find that learning at least the basics of space-flight at some point in their career makes their progress through the game significantly smoother. Piloting abilities are increased through space flight and ship combat.

Politician is the art of building and leading communities. ***Star Wars* Galaxies** offers a number of advanced options for players to create and expand their own communities within the game. This side of the game isn't for everybody (and you don't necessarily need to be a Politician to participate in a player-created community), but those who want to actively lead such communities will find the tools to do so in the Politician profession. Politician abilities are raised by actively growing your community.

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Character Creation

To play **Star Wars *Galaxies***, *you need a character. The choices you have to customize how that character looks are limitless. We'll give you a run-down here of how you go about creating your avatar in the* **Star Wars *Galaxies*** *universe. Everything from species, to height, to amount of freckles is in your control, so take some time to pick out the right appearance.*

The initial character creation is also when you decide on your initial profession. This determines what your attributes are. So pay attention to the information here, as it will help you decide what paths will best suit your style of play.

The Creation Process

Here we'll take you through the whole system of character creation in ***Star Wars*** **Galaxies** step-by-step. What you see here is what you'll see in the game.

First you have to decide in what Galaxy server you want to play. If you decide to play in the Bria Galaxy, you'll meet only those players who have also chosen Bria as their home. Remember this if you want to play with friends. You must all be in the same Galaxy server to be able to interact.

Here you decide what Galaxy server will be your home.

You can create characters in other Galaxy servers if you want, but you can't emigrate a character from one server to another.

Species & Gender

After you settle on a location, build your character's physical appearance. To begin with, choose the species and gender.

In the blue box to the right is a set of sample species pictures, gender and clothing selection, and a place to put in your character's name and surname. You can randomly generate a name. There are boxes to randomly create your appearance ... or even your entire character if you're anxious to jump into the game!

This is the first screen you see. Here you choose your species, gender, clothing and name. A brief description of the selected species appears in the upper left.

Species and gender will not affect your choice of profession or your abilities in any way.

In general, these are just cosmetic and roleplaying options. The only exception is that some races may not be able to use certain items or wear certain armor. See **Armor Sets** (p. 132) for a detailed description of species item restrictions.

Ten species in ***Star Wars*** **Galaxies** are available. For your roleplaying pleasure, here's a run-down with the in-game descriptions of each species' general characteristics.

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Bothan

As a species, Bothans have been mastering the art of information-gathering for nearly 300 years. The resulting Bothan Spynet is among the largest and most renowned intelligence organizations, with operatives stationed throughout the galaxy. In fact, spying has become the Bothans' primary industry. Since the outbreak of the Galactic Civil War, the Bothan Spynet has primarily benefited the Rebel Alliance, although both the Empire and the criminal underworld occasionally make use of Bothan spies as well.

Due largely to their reputation as spies, Bothans are often regarded as power hungry, manipulative, cunning and paranoid. But Bothans are also well-organized, keenly intelligent and very loyal. They live orderly lives, place great emphasis on family bonds, and are extremely protective of their allies. In addition, Bothans can be passionate and surprisingly eloquent orators, poets and politicians.

Bothans hail from Bothawui, a clean, cosmopolitan planet. They live in tight-knit clans and are ruled by a democratic Bothan Council. Bothans speak both Basic and their own native tongue.

A humanoid species identified by short builds and fur-covered faces, Bothans are widely known as proficient and intrepid spies. However, members of the species have also become fearless leaders, relentless warriors, courageous pilots and brilliant scientists.

Human

The predominant species in the galaxy, humans can be found in virtually all walks of life and on most habitable worlds. All humans are bipedal, intelligent beings. They speak Basic, which has become the galaxy's official language. Humans are generally considered adaptable, curious, innovative, resilient and ambitious.

Humanity's incredible diversity is perhaps its greatest strength. No two humans look or behave exactly alike, and humans represent many of history's greatest heroes (along with its most despicable villains). Humanity is also credited with discovering hyperspace travel, founding the first galactic governments, and colonizing hundreds of treacherous worlds. Humans dominate the current political landscape, comprising most of the Galactic Empire.

Unlike many other species, humans do not have an identifiable planet of origin. Some scholars believe that humans first appeared on Coruscant, which is now the Imperial capital, but this theory has never been substantiated. Regardless, humans have settled in nearly every corner of the galaxy. Because humans are so widespread, they are often categorized by homeworld. Thus, humans born on Corellia are widely known as Corellians, while the humans found on Naboo are often called simply "the Naboo." On some worlds, humanity gave rise to genetic off-shoots, which are referred to as "near-humans."

Ithorian

Ithorians are herbivorous pacifists, often called "Meerian Hammerheads" by those fascinated by their bizarre, ladle-shaped necks and wide-set eyes. Ithorians also have mouths on both sides of their curved necks, which results in a unique 'stereophonic' speaking voice.

Planet Ithor is a stunning paradise characterized by ample sunlight, glistening waterfalls, thriving rain forests and gentle breezes. Ithor is easily the most popular tourist destination for newlyweds and young lovers. Since the dawn of their civilization, the quiet Ithorians have worshiped the "Mother Jungle," and have lived in complete harmony with their surroundings. For every vegetable plucked from the ground, the wise Ithorian plants two replacements.

The Ithorians moved to the sky relatively early in their societal development, gliding casually above the baffor treetops in "herd cities" equipped with powerful, yet environmentally-friendly, repulsorlift systems. Most Ithorians live in "herds" that migrate about Ithor's

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three civilized continents. Still others travel throughout the galaxy in space-faring "herds" to sell unusual merchandise.

Ithorian horticultural and cloning expertise is second to none. This fact has, unfortunately, focused considerable unwanted attention from the Empire onto planet Ithor and its peaceful species. The gentle, optimistic Ithorians prefer work in agricultural, artistic, diplomatic, mercantile or space-faring fields. A select number choose to take on the mantle of ecological priests, keeping the "Mother Jungle" safe from danger.

Mon Calamari

An amphibious species with fishlike faces and huge eyes, the Mon Calamari are among the galaxy's most peaceful and intelligent beings. They are a colorful species, with skin tones ranging the full spectrum of known hues. Many Mon Calamari are also marked by vibrant spots or stripes.

The Mon Calamari are native to a watery world of the same name. They can survive underwater for long periods of time and are powerful swimmers. The Mon Calamari are also psychologically attuned to their environment. When visiting wet, cool planets they become very energetic and cheerful; in contrast, they may be quite depressed and languid on hot, dry worlds.

The idealistic Mon Calamari enjoy a progressive society that promotes the values of justice and peace. They are tireless explorers, but seek out other planets for knowledge rather than conquest. As individuals, they may seem soft-spoken, gentle, determined and generous. They control their emotions as well, and have a nearly superhuman capacity for intense concentration. More impulsive species may view the Mon Cal as extremely stubborn. Mon Calamari speak Basic and Mon Calamari.

The Mon Calamari are one of the many species victimized by the Galactic Empire. Many Mon Calamari have been forced to build weapons and starships for the Imperial forces, while others serve as personal assistants to high-ranking Imperial officers. In defiance of the Empire, those Mon Calamari who still travel the galaxy often find themselves working for the Rebel Alliance.

Throughout the galaxy, Mon Calamari are probably best-known for their great scientific knowledge and mechanical aptitude. In particular, they are widely respected for their striking starships, each a unique fusion of art and engineering. But Mon Calamari certainly aren't limited to intellectual pursuits; they can also apply their great intelligence to exploration, tactical combat and even complete mastery of weapons.

Rodian

Rodians are slight humanoids with large, multifaceted eyes, flexible snouts and short antennae. They typically have greenish skin, although some members of the species may be blue, purple or even pale white. Rodians are native to Rodia, an industrial planet in the Tyrius system.

Rodians are widely distrusted by other species, who consider the Rodians to be generally greedy, immoral and violent. Much of this reputation stems from Rodian culture, which romanticizes the hunt. In addition, the species reveres bounty hunters. The most successful hunters are presented with an array of rewards, including such coveted awards as "Best Capture" and "Longest Hunt."

On Rodia, the species lives in violent clans that wage long and devastating wars against one another. Immense gladiator games are also frequent occurrences. To support their constant warfare, Rodian industry revolves around building weapons, armor and vehicles. Manufacturing facilities dominate the landscape, devastating the once lush and tropical Rodian ecology. Many life-forms have become extinct on Rodia, and most food and material goods must be imported to the planet.

Surprisingly, Rodians are skilled dramatists and their theatrical work is respected throughout the galaxy. After realizing that they were driving themselves toward extinction, the species developed drama in order to enact violence without actually taking out one another. Their early plays were nothing more than mock battles, but later generations began converting Rodian drama into a true art form. All Rodian drama, however, contains a great deal of bloodshed.

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Rodians speak Rodese, although those who leave the planet quickly learn Basic as well. In the Outer Rim, where many expatriate Rodians have settled, the species has mastered Huttese and uses it almost exclusively.

Traditionally, Rodian society has been tightly controlled by the Rodian Grand Protector, with only the most accomplished hunters allowed to leave their planet. However, Rodians are becoming increasingly independent. A number of "peaceful" clans actually exist, although such clans are usually exiled from Rodia when they are discovered. In addition, those Rodians who chafe under the Grand Protector's rule, or become weary of the constant bloodshed on their homeworld, can almost always find a way to escape the planet.

Rodians encountered abroad tend to be much more introspective and well-rounded than their brethren. They are still quick and agile, but are not necessarily prone to extreme violence. While many still become bounty hunters or mercenaries, Rodians can be found in all professions. Some of the most successful Rodians are dramatic actors, while others become famous musicians, dancers and other entertainers.

Sullustan

Sullustans are affable, gregarious creatures known for their jowled faces and chattering language. Planet Sullust is a barren, volcanic world smothered by a heavy toxic cloud. Sullustans thrive in tunnels deep beneath the planet surface, where they have constructed highly advanced, startlingly beautiful cities. Wealthy sightseers from halfway across the galaxy tour the hot springs of Sullust and enjoy exotic delicacies, such as "drutash grubs" (which are best served with omaton sauce).

Evolving in a network of dark, mazelike warrens imbued the species with an unfailing sense of direction. Once a Sullustan has traveled a path, the way is never forgotten. This innate skill even extends to hyperspace, making Sullustans prized as star navigators and explorers.

SoroSuub, one of the galaxy's largest manufacturing conglomerates, is based on Sullust, and employs half of the population in its mining, production and packaging departments. The company makes hundreds of products, from injecto-kit shoes and battle armor, to the XP-38 landspeeder. SoroSuub is an ardent supporter of the Galactic Empire, and has taken great pains to ensure that its legion of Sullustan workers never breathes a word of dissent. Even so, many Sullustans have taken issue with this policy, and have shared their loyalty with the Rebel Alliance ....

Trandoshan

Among the galaxy's most fearsome species, Trandoshans are large, threatening reptilians from the planet Trandosha (or Dosha). They are physically powerful, very difficult to injure, and capable of recovering quickly from even the most serious injuries. Like many reptiles, Trandoshans hatch from eggs and have thick, scaly skin. Their three-fingered hands are armed with sharp claws, which can be destructive weapons in combat. They also have supersensitive eyes that can see into the infrared range.

Trandoshans live in a warlike society that honors hunting above all else. In fact, Trandoshans worship a female deity known as the Scorekeeper, who awards "jagannath points" to her followers based on successful eliminations. The number of jagannath points a Trandoshan accumulates supposedly determines his or her position in the afterlife.

Many Trandoshans channel their society's values into roles as bounty hunters, soldiers or rangers. A handful of the most violent and immoral Trandoshans serve the Empire as slavers who target other species, including Wookiees. But Trandoshans are also independent and may rebel against their culture. A scientifically-minded Trandoshan might become a peaceful "hunter," working as a xenobiologist who merely tracks and studies other creatures. Even on Dosha, Trandoshan society relies on its own engineers and merchants.

Trandoshans are widely distrusted throughout the galaxy, in part because of their frightening appearance. And in fact many Trandoshans are gruff, unpredictable and even dangerous. They rarely form long-lasting

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emotional bonds, even with other Trandoshans, and may be more likely to join forces with others for personal gain rather than friendship. But those who have allied themselves with Trandoshans are always impressed by the species' uncanny fortitude, unflagging resolve and unshakeable calm.

Twi'lek

Twi'leks are humanoids easily distinguished by the twin tentacles that grow from their skulls. These prehensile appendages, known as "lekku" or "tchun-tchin," are advanced organs used for communication and cognitive functions. Like humans, Twi'leks vary greatly in appearance, and have a wide variety of skin colors ranging from pale white to bright green, blue or red.

Twi'leks speak Twi'leki, a language that combines verbal components with subtle head-tail movements. When they wish, they can even communicate in complete secrecy using their versatile head-tails.

Twi'leks are native to mountainous Ryloth in the Outer Rim. Because of Ryloth's strange orbit, half of the world is trapped in perpetual darkness, while the other half remains scorched by the sun. The Twi'leks inhabit a thin band of twilight between these two extremes, living in sprawling catacomb cities just below the planet's surface. They have a relatively primitive industrial civilization, and survive on a diet of raw fungi and cow-like rycrits. Because Ryloth is relatively defenseless, the planet has long been the target of off-world slavers.

Twi'leks adhere to a familial clan government organized around a series of head clans, each consisting of five members who are born into the position. Head clans are responsible for all community decisions, but the position also has a heavy price: When one member of a clan government passes away, the remaining four leaders are exiled to Ryloth's uninhabitable Bright Lands, allowing the next generation of clan leaders to assume their rightful place. Religiously, the species worships a single female deity.

Ryloth's harsh environment and turbulent history have forged Twi'leks into tough survivors. Generally nonviolent, they typically use their intelligence and cunning to achieve their goals or resolve conflicts. Noble Twi'leks may seem stoic or even aloof, while less scrupulous members of the species can be considered ruthless and manipulative.

Wookiee

Towering, fur-covered humanoids native to the planet Kashyyyk, Wookiees are one of the most recognizable species in the galaxy. They are strong and prone to fits of bestial rage, but are also intelligent, loyal and trusting.

Among the Wookiees, bravery and honor are considered paramount. Though Wookiees are not warlike, they do make fierce opponents when angered or threatened. The tales of so-called "Wookiee Berserkers" are legendary. But while Wookiees may appear primitive and even barbaric, they are actually quite comfortable with technology, and can easily learn to pilot starships, repair machines and wield advanced weaponry.

An average Wookiee grows to more than two meters tall and lives several times the lifetime of a human. Aside from their great strength and keen senses, they possess regenerative powers and can recover from serious wounds within days. In many ways, Wookiees are still mysterious to outsiders.

Wookiees speak Shyriiwook, a language consisting of grunts, growls, roars, hoots and screeches. They can understand other languages, including Basic, but have limited vocal capability and most can only speak their own tongue.

The Wookiees species is psychologically stable, and has a deep connection to nature. They love their homeworld and have a strong connection with animals, plants and other components of the natural world. Wookiees place great value on morality, courage, compassion and loyalty. Very few Wookiees willingly betray their friends or families. Typical of their beliefs is the Wookiee life debt, an oath of fealty extended to anyone who saves the life of a Wookiee. Finally, Wookiees feel that they are honored by their own deeds alone, and thus they do not care for medals or other material symbols of bravery or achievement.

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Zabrak

Zabrak are humanoids with prominent vestigial horns and well-developed mental willpower. The species is divided into a number of different species, each exhibiting different horn patterns. Zabrak are also fond of intricate facial tattoos designed to reflect their individual personalities.

Zabrak were one of the earliest spacefaring species, and they have explored large sections of the galaxy. Their homeworld of Iridonia is a frighteningly harsh planet, which has led many Zabrak to settle on other worlds, including Talus and Corellia. The Zabrak also maintain eight colonies throughout the Mid Rim region of space, and most Zabrak actually identify themselves by their colony first and foremost. All members of the species speak Zabraki and Basic, but they may adopt local languages as well.

As fitting with their pioneer spirit, Zabrak are viewed as independent and strong-willed. Iridonia and the major colonies have steadfastly resisted Imperial control, although some individual Zabrak have become servants of the Empire. In response to general Zabrak defiance, the Empire is in the process of garrisoning the Zabrak colony worlds and Imperializing the species' companies. This has forced many Zabrak back into the spacelanes.

Zabrak are proud, strong and confident beings. They believe that nothing is truly impossible and will strive to prove skeptics wrong at every turn. Some Zabrak carry themselves with an air of superiority, and they frequently discuss the achievements of their species and home colonies with a pride that can border on arrogance. As warriors or adventurers, Zabrak tend to be dedicated, intense and extremely focused.

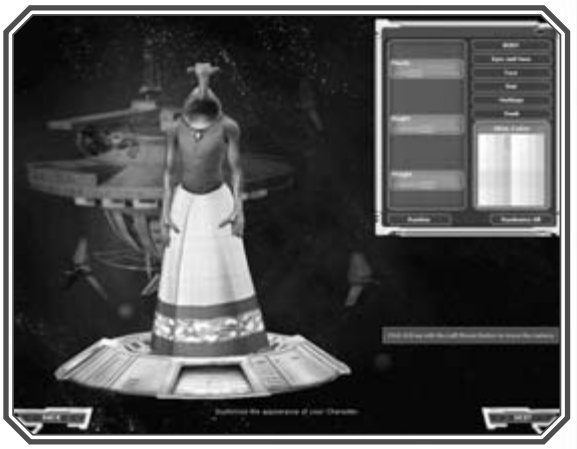
Zabrak are still considered among the galaxy's most prominent explorers, but their personalities, survival instincts and incredible willpower also make Zabrak well-suited to nearly any adventuring profession.

Body Image

Now that you know the basics, it's time to get specific and let you shape your character's body and features.

Each species has a different set of physical characteristics, mostly in the head area, that you can customize to create a unique look. To begin, however, you'll start with the body, which is the same for each species.

You can alter the Muscle, Height, Weight and Torso characteristics. Each is self-explanatory; simply use the slider bars to increase or decrease each one. The separate species have some differences in their maximums and minimums. Wookiees can be taller than humans, for example. Play around with the bars until you find a morphology that pleases you.



The body is your first task. Short and fat? Tall and skinny? It's up to you.

Second are the Eyes and Nose. They vary with the species, of course, but again you'll have slider bars to choose your preference. You can also make color choices for the Eyes, picking from a palette provided.

Next is the Face. This encompasses a lot of pieces, from Age to Jaw, to some of the species-specific features, such as the Twi'lek Lekku. Experiment to your heart's content so you can find the perfect face for the character. So many choices mean you can create an extremely expressive visage. Plus, this screen allows you to choose skin color. You can choose from a palette with many colors. You get different sets of tones for the different species.

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Fine tune Eyes and Nose with these slider bars.

Decide the overall look of your character's face.

Here you can find the right set of fur markings for a Wookiee.

There are other decisions to make in regard to your character's appearance. This is where you decide some of the more striking features of the different species. You can get Frills for the Rodians, Horns for the Zabrak, and so on. A large selection of patterns and styles are available, so find one that suits your needs.

Once you're satisfied with the outward appearance of your character, decide what you want him or her to do.

Attributes & Stats

All right. Now that you know what your avatar looks like, decide what career path you're going to have them follow. Choosing a profession sets what your attributes and stats will be and how they will progress.

The red, green and blue bars are your Health, Action and Mind gauges, respectively.

Attributes & the HAM Bars

There are three attributes: Health, Action and Mind. Each one has a numerical value. For example, you could have a Constitution of 500 and a Focus of 900. They all have some bearing on the three status bars in the game that represent your character's well-being.

Health, Action and Mind are always visible on your HUD as red, green and blue bars in the screen's upper left corner by default; you can move it later if you want. You can also see the HAM bars of other player characters, some NPCs, and creatures that you might run across. You'll be very interested in the HAM bars during combat. Damage done during a fight is reflected by reductions in the Health bar. If it is drained, you'll become incapacitated. More detailed descriptions of damage in combat can be found in **Combat**, p. 127.

Action and Mind attributes are also used when performing special actions, such as special attacks or using medical skills. Those actions take a toll by draining your Action and Mind bars. But don't worry, you naturally regenerate your energy.

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How much energy you spend for those actions is determined by the specific action.

Additional Stats

In addition to your HAM attributes, there are five other stats that will significantly impact your abilities in the game.

Your stats are determined by your choice of profession. They will increase as you rise in level. Items and certain player abilities ("buffs") can also increase your stats, on either a temporary or permanent basis.

Luck. Sometimes you just get lucky. Every so often, thanks to your Luck stat, you'll get a favorable result (the game will let you know whenever your luck kicks in). As the Luck stat increases, these events will happen for you more often (though they'll always be pretty rare).

Strength. This stat increases the damage you do with melee weapons and hand-to-hand attacks.

Precision. This stat increases the damage you do with ranged weapons.

Agility. This stat increases your defensive protection. It reduces the amount of damage you take in combat.

Stamina. This stat directly increases your HAM attributes. Each point in Stamina adds 8 to your Action and 2 to your Health.

Constitution. This stat directly increases your HAM attributes. Each point in Constitution adds 2 to your Action and 8 to your Health.

Professions

Now that you understand the attributes in ***Star Wars* Galaxies**, you can take a look at the starting professions and decide which one you want to pursue. There are nine basic professions that represent a variety of interests. Your character must choose one profession when he or she begins the game, and that will determine the progression of abilities for the rest of your character's career.

Two of the professions, Trader and Entertainer, are non-combat professions. They cannot increase their combat level, and their ability to defend themselves is very limited.

This is your profession selection screen. Be sure to watch all the profession previews!

It is strongly recommended that you select a combat profession for your first ***Star Wars* Galaxies** character.

The nine professions are listed below. For a complete description of the professions, see pp. 156-231.

Bounty Hunter. A specialist in tracking and apprehending fugitives.

Commando. A professional soldier, skilled in ranged combat and demolitions.

Entertainer. One who has devoted him or herself to the arts of music, dance and self-image. Non-combat.

Jedi. One who is sensitive to the Force and has devoted him or herself to pursuing the arts of the Jedi Knight.

Medic. One who specializes in healing others' wounds.

Officer. A tactical leader, skilled in group combat arts.

Smuggler. A rough-and-tumble student of dirty fighting, comfortable in the criminal underworld.

Spy. A specialist in stealth, intrusion and assassination.

Trader. A specialist in crafting and trade. Non-combat.

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Character Name

After picking a profession, you need to choose a name. You can give your character one name or two, as you like. However, you can't choose just any name. This is a *Star Wars* game, and the designers want it to be as immersive an experience as possible. Following naming conventions is part of that immersion, so think of something that sounds like a plausible name for the *Star Wars* universe.

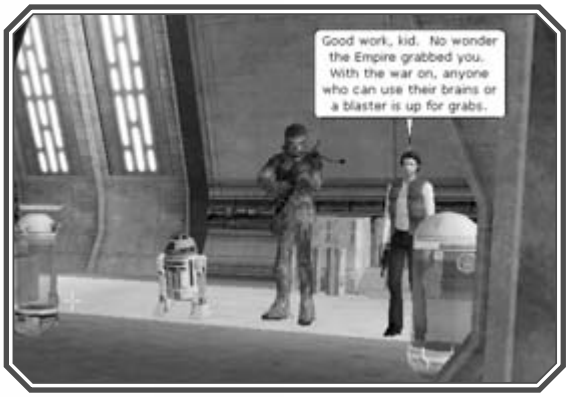
Now, we all know several dozen names of notable characters that have appeared in the movies, books and games. Those names are off limits. Don't try to call your character "Han Solo;" you'll be asked to change it. Sure, there may be another Han Solo somewhere in the whole wide galaxy, but let's not confuse things.

Plus, sound-alike names are not going to pass muster. Technically "Luuuke Skywaaker" isn't the same name, but it just won't fly.

Obscenities (and their sound-alikes) are also not allowed. Use your common sense when picking a name. Give it some *Star Wars* flavor.

You can always hit the "Generate a Name" button. You can try it as many times as you like until it comes up with one that suits your character.

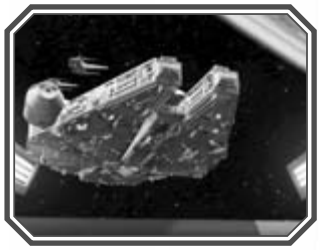
Good luck, and may the Force be with you.



You'll run into a few familiar companions who help you get started!

We won't take you through the Tutorial in this guide, but here are a few screenshots to pique your interest.

The Imperial Space Station where you are rescued by Han and Chewbacca



A quick departure on the Millennium Falcon is followed by a training session in the turret!

The rest of your training will take place on the Tansarii Space Station below.

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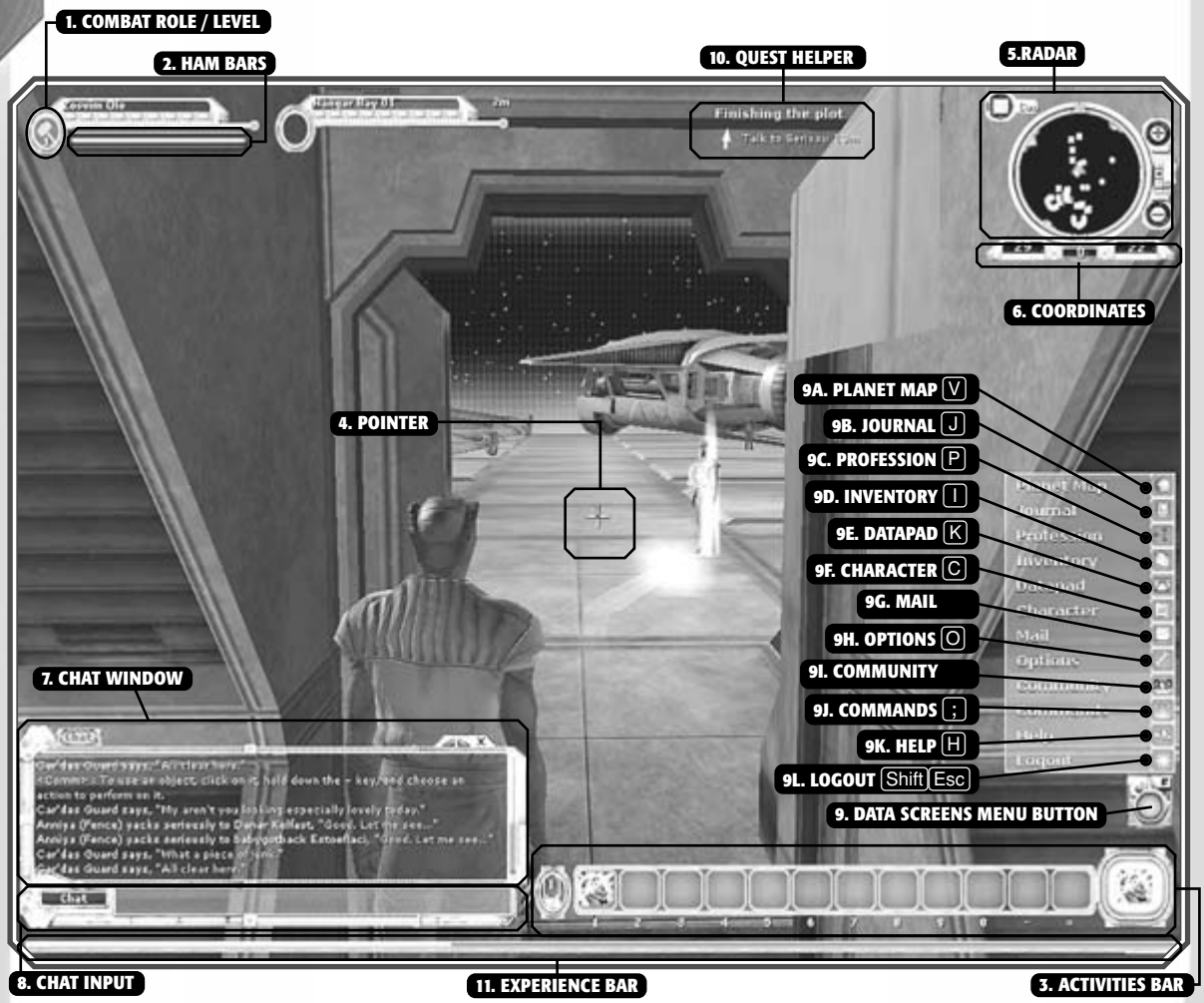
Interaction

Star Wars *Galaxies* *is an immersive experience. You must be able to interact with many things on many different levels, from simple chatting to using objects, combating creatures, traveling, crafting items and so on.*

To do all this, the game has a sophisticated set of controls. This chapter details several of the features that let you get the most out of the game.

THE HUD

You can access all the controls for all the game's features from the HUD (Heads Up Display). It's made up of windows and buttons ringing the play screen. This is your command center, with readouts of important information and controls for all your functions.



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1. Combat Role / Level

When you are playing with other characters, they can all see three things — your HAM bars, your Combat Role and your Combat Level. Combat Role displays any of a set of icons designed to show what your responsibility is during grouped combat.

2. HAM Bars

Here are your Health/Action/Mind bars, as discussed in **Character Creation** (p. 103).

3. Activities Bar

Put commands and special abilities in the activities bar, so you can use them with a quick keystroke. Several are set up as defaults, but you can change them by using the pointer to click and drag the icon to another slot, or simply right-click and choose "Remove."

You can also drag items to the activities bar slots. To quickly switch weapons, open your inventory, click on a weapon and drag it to an open slot. Now when you press that key, your character equips that weapon. The same can be done with tools or anything else you can "Use."

You can click on a special move or attack in your activities bar to map it to your right mouse button. To switch to a different move, just click on that in the bar.

Finally, there are six tiers of activities bar slots. Use the up and down arrows to the left of the activities bar to flip through the tiers.

4. Pointer

The pointer appears as a yellow cross on your play screen; when it passes over something you can use (a door that can be opened, an item that can be picked up) it becomes a hand. When it passes over an NPC you can talk to it becomes a word balloon, and when it passes over an enemy that you can target it becomes a crosshairs.

The pointer is controlled with your mouse, and used to direct your character as you move around, select targets in combat and bring up your radial menu (more on that later).

Normally the pointer is locked into a position in the middle of the screen, just over your character's shoulder. As you move the pointer around, your character will turn along with it. If you hold the Alt key, the pointer becomes a yellow arrow and you can move the pointer freely — you can place the pointer anywhere on the screen, and your character will not turn relative to the pointer's position.

5. Radar

The radar gives you information about your surroundings. The default radius is 64 meters, but it can be adjusted to cover a radius from 32 meters to 1,024 meters. The dot in the middle is always your character. You see various dots and pointers and arrows on your radar. Pointers are basic arrowhead shapes, while the arrows have an arrowhead and a shaft. Yellow dots/pointers can also be NPCs. When something is out of the radar's radius, but still within range of its sensors, it shows up as a pointer or arrow along the circle's edge. When it's within the radius' range, it turns into a dot, triangle or square.

The corner icons enable display of enemy Con levels and let you zoom in and out of the map (+ and -).

Refer to the table below to figure out what's what.

Radar Symbols

COLOR AND SHAPE	INDICATES
Central White Dot	Your Character
Red Pointer or Dot	Potential Opponent
Yellow Pointer or Square	Lair
Blue Triangle	Waypoint
Orange Triangle	Mission Waypoint
White Pointer or Dot	NPCs
White Triangle	Assignment Waypoint
Blue Pointer or Dot	Player Character
Gray "X"	Corpse

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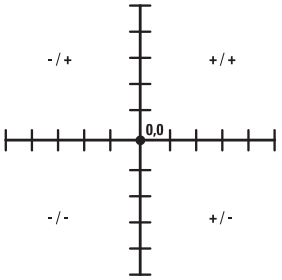
6. Coordinates

The numbers in these two bars show the X and Y coordinates for your character. The left bar is for east/west coordinates and the right bar is for north/south. The very center of any world map is at 0,0. Travel west and the left bar goes into negative numbers; go east and the numbers become positive. Travel north and the right bar counts into positive numbers; go south and it slides negative. For example, if your coordinates read -1500, -3598, then you're in the planet's southwest quadrant.

This location system can be very important for finding friends, landmarks, good hunting areas, mining spots and myriad other things.



You can also get coordinates by mousing over an object in your radar.

7. Chat Window

This window shows messages, commands and chat as they happen around you. The tabs on the top of the window call up the different chat channels; swap between them to control what you see. When you begin play, there will only be one tab at the top of the window — Chat. When you join a group, you get a GroupChat tab. When you joing a guild, you get a GuildChat tab.

Chat is the default tab, and it shows everything within a tight radius around you. If someone behind you says something, it pops up on your chat window.

The chat window is a very important piece of interactive equipment. You can scroll through the messages with the bar on the right of the screen.

8. Chat Input

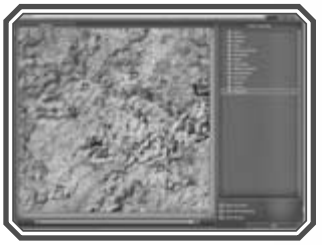
This slim bar under the chat window is where you can type in chat or commands. Simply hit Enter and begin typing and it shows up in the chat input window. When you're using commands, put in a forward slash first. For example, to use the find command, type **/find** to start.

9. Data Screens Menu Button Esc

Click on this button to bring up a menu of various screens of vital information. You can also use the quick-key strokes to bring up the screens.

Here we'll show you the first window that pops up for each button.

9a. Planetary Map V



Here you can find cities, specific buildings and various other landmarks. It also shows your current location. You can move the pointer around freely on the map to pinpoint specific coordinates. If you need a waypoint to a spot, right-click on that area and then choose "Set Waypoint" (see "Waypoints" later in this chapter). You can then activate and deactivate the waypoint in your datapad.

9b. Journal J

Your Journal provides a running account of what quests you have accepted, and the status of each one. You can also choose to display completed quests by using the checkbox.

You can use the Journal to accept an offered quest, and to make one of your current quests your active one. The Journal will also tell you when you accomplish a quest goal or complete a quest.

In the Journal, you can sort your quests by Type (solo, group or raid), Category (categories include content path, location-specific and profession-specific quests), and Level.

You can click on any of the quests in your Journal to see its description and promised reward.

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9c. Profession [P]

The Profession screen is where you can check on your character's advancement. This window keeps track of all the experience points you've earned, plus it holds data on all the skill wheels for all the professions in the game.

Each notch on the wheel is a combat level. Every few levels you will acquire a new skill. You acquire new skills at Levels 1, 4, 7 and 10, and every four levels thereafter. The levels where you acquire new skills are called "steps," and you can get more than just skills when you attain the next step.

A full skill wheel is called a phase. There are four phases between Level 1 and Level 90.

You can check the skills on the wheel your character is currently working on. Boxes for skills that you have acquired are red, while ones you haven't gotten yet are green. Click on a skill box to see the skill mods (modifiers), abilities and commands that skill will give you. Hold the pointer over a skill box to see a description.

If you want to look ahead to one of the future phases, there are four buttons for each of the phases in the window. Click on the button to see the skill wheel for that phase.

9d. Inventory [I]

Your Inventory screen shows your character's items. Use the radial menu to "Drop" or "Destroy" items, thus making more room, or to "Use" them, such as crafting tools and medicine. A meter shows how full your inventory is, and two slots show how much cash you have on hand and how many credits you have in the bank.

9e. Datapad [K]

Waypoints and schematics are held in your datapad. The waypoint is an extremely useful feature and you'll get to know it well.

Schematics for craftable items and deeds you can sell to other characters are also kept in your datapad.

You can view Points of Interest (POI tab) and your current collection of Draft Schematics by selecting the appropriate tab.

More detailed information on waypoints can be found in the "Waypoints" section.

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9f. Character [C]

To see your character's general well-being, bring up the character sheet.

There are three tabs on the character sheet: Status, Personal and Faction.

Status shows your level, appearance and basic stats and attributes.

Click on the Personal tab at the top to find more info on your character. Things like marital status and your current bind location are listed here. This tab also shows any badges you may have earned.

You can monitor your faction standings in the Faction tab. Are you leaning toward Imperial or Rebel? This will also show any reaction bonuses or penalties you may have with any of the various factions in the game.

9g. Mail

Simple enough, this is the in-game email system. You can send messages to any other character, so long as you know the first name. You can send mail even if he or she isn't online. You can also mail waypoints if necessary.

9h. Options [O]

You can customize this game in the Options screen. Everything from graphics to your chat options can be tweaked in this window. The buttons along the left side lead to another window with a raft of choices and slider bars to optimize your playing experience. Take some time to familiarize yourself with the various options.

9i. Community

The Community screen allows you to control several facets of your interaction with other player characters. The primary screen allows you to enter information about the real you (not your character) and info about what kind of person you would like to meet and be friends with (in the real world). You are then notified when someone who matches your criteria is nearby. Presto! You can meet people without leaving the house.

You can also enter the character names of friends and people you'd rather ignore. The Community system can truly enhance your enjoyment of the game, letting you find like-minded people within the game world and perhaps helping you create friendships beyond the bounds of the computer.

If you didn't write a biography for your character at the beginning (or if you want to change other information) click on the Character tab at the top of the Community screen. Once there, you can add a life story to your character or monkey with other features.

9j. Commands [;]

The Commands screen is where you find icons for all the different actions you can take. Both combat moves and social gestures are found in this area. Each one has its own icon that you can drag into the activities bar. Use the bar for your combat commands. That way your special moves are a keystroke away.

This screen is also where you can create macros (a way of simplifying a string of actions or commands). If you wanted a single keystroke to make your character say "Let's hear it for the musicians!" you can create a macro.

Click on the Macro tab and then press the "New Macro" button at the bottom. To program a macro you need to type in the commands, in the order you want them to be taken, and separate them with a semi-colon.

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So, for the example given above you would type in: **/sit;/clap;Let's hear it for the musicians!** The first command sits your avatar down, the second makes you applaud, and the third bit is the phrase you say after sitting and clapping.

If you want to pause between actions in a macro, then use the **/pause #** command in between the actions. Going back to our earlier example, if you created a macro with the following commands: **/sit;/pause 10;/clap;/pause 5;Let's hear it for the musicians!**

When you activated that macro your character would sit down, wait for ten seconds, then clap. Then you'd pause for five more seconds before saying "Let's hear it for the musicians!"

9k. Help H

Your holocron is a help menu. It can take you through many subjects to orient you to how ***Star Wars* Galaxies** works. You can also access the Knowledge Base to help you out of a confusing situation. As a last resort you can contact support techs from the holocron. It may take some time for them to get back to you, so try to get the answer to your question from other players before sending a message to customer service.

9l. Logout Shift Esc

The game menu is very simple. It contains two buttons: one to exit the game, the other to "Resume Play" in case you accidentally pressed the button and don't want to leave yet.

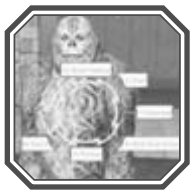
10. Quest Helper

This small window shows you your currently active quest, and a brief summary of your next quest goal.

11. Experience Bar

The bar at the bottom of the screen shows your progress toward the next Combat Level.

RADIAL MENU



Sometimes you have more than one choice when interacting with a person or object. To view all your available options, use the radial menu. Just place your pointer over an object, creature or character, then press ~. The pointer changes into the blue radial menu. When you want the radial menu to go away, press Esc.

After you get the radial menu up, several boxes spring out around it, showing you what actions you can take. If you target an NPC that can talk to you, the choices are "Converse" and "Examine." If your target is a dispenser, your choices are "Use" and "Examine."

There's always a default choice from the radial menu — the action the game thinks it's most likely you'll take — which can be triggered with a double-click.

CHAT CHANNELS AND COMMANDS

The depth of the chat system may not be apparent at first. Some of this information won't make too much sense until you become familiar with chatting in the game. Don't become discouraged if this is a bit overwhelming. We suggest you stay with the chat channels you're given to begin with. As you get comfortable with the game, you can appreciate the various modifications you can make to your chat window.

Chat Channels

Use the tabs on top of the chat window to decide which channel you see. The channels act as filters — pick and choose what comes through to your chat window.

You can change what shows up on that channel by double-clicking on a tab or holding the right mouse button on it.

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You can see several channels at once. That way you can, for example, simultaneously view your guild channel and the regular chat channel. To create the other chat windows, use the pointer, click and hold on a tab, and pull it away from the existing chat window.

Creating a private channel is like creating a private chat room. You can moderate the channel so that only specific people can use it. This is helpful if you have friends online and want to exchange private words with them. Or if you create a Player Association you'll most likely want a private channel for members to use for dissemination of news and information.

TIP

You can change chat font size using Ctrl > and Ctrl <.

Commands

Socializing in the game is more fun if you familiarize yourself with the chat commands available. You can set your character's overall mood, change the type of chat bubble that appears over your character, and trigger character animations that go with your conversation.

For example, if you wanted your character to seem bored, simply type **/mood bored** and your chat will reflect the mood.

LANGUAGES

Your character will have the ability to understand all the languages used by other PCs. Even Wookiee language is comprehensible to you. This may not be the case with NPCs, like Chewbacca.

WAYPOINTS

Waypoints are a very useful tool. Planets are big places and it's easy to get turned around in the heat of battle or while making a long trek across uneven terrain. Waypoints are beacons that keep you oriented and on the right path.

If you set an active waypoint in Theed, for example, and then range about in the wilderness hunting and exploring, the waypoint shows up on your main screen and on your radar as a light blue arrow, pointing the way back to Theed. When you're close enough, the waypoint appears as a column of glowing blue light reaching into the sky.

To set a waypoint, access your datapad ([K]) and right-click on the point at which you want to create a waypoint. (Use the Options menu to make sure that Waypoints are selected to display on the right side of the screen.) When you right-click, a menu appears. Click the "New Waypoint" button. In the window at the right of your datapad, a picture of the planet you're on appears, with the planet's name under it. A new waypoint shows up as a blue triangle on the map, with the planet name below it. So, if you were in Theed and made a new waypoint, a picture of Naboo would appear with "Naboo" written underneath.

Double-click the planet picture and a shaft of light appears where your character is standing. To access waypoint options, Right-click on the planet waypoint picture icon. Choose "Deactivate Waypoint" to remove it from your radar, "Destroy Waypoint" to get rid of it, or "Set Waypoint Name" to rename the waypoint (such as "Theed" in our example).

You'll find other waypoints as you play. Accepting a mission creates an orange waypoint. (A theme park mission shows a white waypoint. Points you add are blue. They all work the same way as normal waypoints and can be accessed in your datapad.)

You can also create waypoints from the Planetary Map screen. There are several pre-set points for cities, sights and other locations on each map. Call up the map ([V]) and search for the area you want. Right-click on it and

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choose "Create Waypoint." That puts a new waypoint in your datapad for you to activate.

You can also mail waypoints to other players with the in-game email system. This is an easy way to rendezvous with friends or share information on areas rich in creatures or resources.

All in all, waypoints are one of the most practical systems in the game. You'll find them indispensable.

TELLS & SHOUTS

Chat is one of the most used forms of interaction between player characters. It has two aspects.

A private alternative to chat is the /tell command. If you wish to send a quick message to another player without broadcasting it to everyone, type **/tell** in the chat input bar. Then put in a space and type in that character's first name. One more space and then start your message. So, if you want to give a tell to a character named Scales about your health, it would look like this: **/tell Scales I'm hurt badly, but don't let the others know.**

Scales would see the tell in his chat window and no one else would be the wiser.

Another useful aspect to the tell command is that you can send instant messages across long distances. Your friend could be across the planet, but if you use a tell, she gets the message in her chat window.

This comes in handy if you see a line of chat but don't know where to find the speaker. If someone shouts out that he's forming a group but you can't find him, check on his name in your chat window and send him a tell asking where they're meeting.

Shouting is another variation of chatting that you'll use from time to time. Start a message in your chat input window with the command "/shout" and your character's message will show up in the chat windows of players in a wider radius than a simple chat message would. This is a great command when you're looking for folks to join a group.

TIP

Don't abuse the shout command. It's annoying.

TRADING

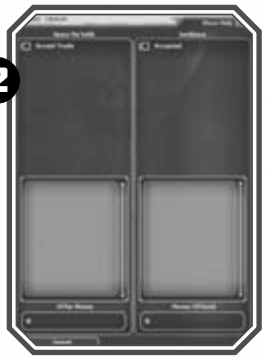
Star Wars **Galaxies** allows you to swap items with other players. This can be used as a form of barter (items for items) or simple commerce (credits for items). Or perhaps you just want to give someone a present. Here we take you step by step through the trading process.

Sample Secure Trade

1 To begin a trade, use the radial menu to target your intended receiver and choose "Start Trading."

When she agrees to trade, a new window pops up. This is where you load what you're offering and see what she's giving in return. There are two halves to the window, one with your name over it and the other with your trading partner's name.

2



3 Open your inventory, then click and drag the items you are trading into your side of the window. You can also type in the number of credits you're trading, if any.

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4

When you see what they've put up for trade, and you've finished filling your side, check the "Accept Trade" box in the upper corner. When your partner has done the same, an "OK" button appears in the bottom right corner. Click it to finish the trade.

TIP

While the trading window is open you can still chat. Don't check the "Accept Trade" box or the "OK" button until you are satisfied with the trade.

GROUPING

You should realize two things early on. First, various professions complement each other. Second, there is safety in numbers.

When you go out into the planets, you will encounter some tough creatures. You can fly solo for awhile, but eventually it is much more efficient to hunt in groups. When people band together, the larger creatures fall more easily and do less damage to you over the long run. But group that Bounty Hunter with a Jedi, a Smuggler and a Medic, and you can take out herds of the lumbering beasts.

As part of a group, you get maximum experience for minimum effort. This isn't easy, but the payoff in experience points will be worth it.

To start a group, you need only two players. One of them, using the radial menu, invites the other to join a group. You can have up to eight player characters in a group, though the leader better be a good organizer to keep everyone together.

After you've got your friends together, head out to the hunt. When you spot a target, decide who will "pull" the creature. That person had better be tough, because she usually takes the brunt of the damage. After it's decided, that person initiates combat, bringing the creature to the group. As long as you do some damage to that beast, you get a slice of the experience point pie when it's defeated.

When you group, your party members' HAM bars appear underneath yours in the upper left corner. There you can keep track of their general health, as well as any buffs or debuffs currently affecting them. More information on grouping's uses during fights can be found in **Combat** (p. 127).

THEME PARKS

While not always located in a city proper, the theme parks in ***Star Wars* Galaxies** bear mentioning. The name is a bit misleading, as no rides are involved. However, by completing tasks and carrying out missions for the various inhabitants of a theme park, you can work your way deeper inside. As you go, you accrue larger rewards and see more fantastic sights.

The concept is simple, and we'll use Jabba's Palace as an example. When you first enter Jabba's Palace, you can talk to Reelo Baruk, one of Jabba's lower-level flunkies. He has some jobs he needs done and you're just the scrub to do them.

When you complete all the tasks Reelo lays out for you (mostly seek-and-destroy or delivery missions) then he directs you to the next Jabba thug, Ree-Yees. You can do jobs for him, and he sends you along to the next highest person in the palace.

And so it goes until you get directed to talk with Bib Fortuna himself. Complete Bib's tasks efficiently and you're allowed to talk to Jabba's personal protocol droid.

As you progress, the rewards get larger and the jobs get a bit tougher. You can interact with some famous characters and see some familiar places.

DROIDS & MOUNTS

You can be accompanied by droids to help you with essential tasks (most droids are used in either spaceflight or crafting tasks), or by mounts and vehicles to speed up cross-country travel. Droids, mounts and vehicles are invisible unless they're being used, but they can be accessed through your inventory. Double-click on the droid, mount or vehicle in Inventory and it will appear, ready to use.

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City Life

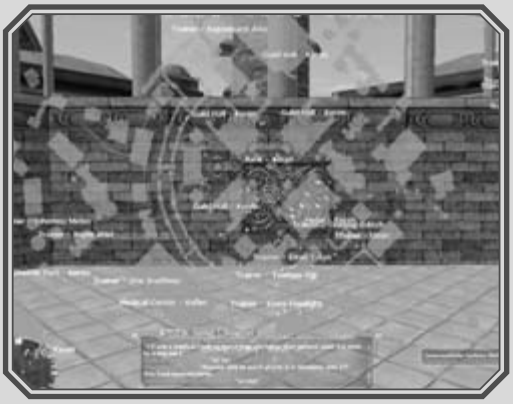
In a populated galaxy with interstellar travel, there're bound to be cities. In ***Star Wars* Galaxies**, these cities have many features in common, including buildings and services you can use while visiting.

The amenities that a city offers are vital to your health, advancement and financial success. Some of them are controlled by and dependent on the game programming, so you could use them even if you were the only player in the galaxy. The mission terminals, for instance, can be used by a solo player without input from another real-life player. Other services are usable only with the cooperation of other human players. The auction system of the bazaar terminals depends on players putting up materials and goods for sale and other players who put up credits to buy those items.

Not all settlements and towns have every feature (there's no shuttleport in Tatooine's Wayfar, for example) so check the city maps in this guide when entering a metropolis to see what's offered and where it is.

NOTE

Most of these features can be found in a city either on your in-game map or with the /find command.



Press M to get an overlay, top-down map of the city you're in. The major buildings are labeled. Use Ctrl + MOUSEWHEEL to zoom in and out of the overlay map. The "Find" command is also useful. To find a specific building in a city, type /find [name of building] in your chat line and press Enter. A window will appear with a list of all of the closest locations for that type of building.

Player Structures and Cities

Since the game's release, player cities have been added. Player cities founded by a Politician that have at least 10 citizens can be recognized as an official city in the game, and can get registered on the planetary map. See **Player Cities**, p. 32, for more information.

In addition, many classes have the ability to add certain types of structures to cities, including guild halls, cantinas and more. See p. 32 for details. Players have 10 lots in the game and can build houses (which may occupy multiple lots) using construction contracts.

Mission Terminals

Got nothing to do? Tired of simply hunting randomly in the wilderness? Find the mission terminal podiums with orange screens around just about every city and town. (And remember — player cities may have mission terminals.)

Target them with your radial menu and select "Use." You can then choose from two types of missions: delivery or destroy.

TIP

Some NPCs give out missions. Strike up a conversation and see if they need some work done. Many NPCs with missions have an "I" in a circle above their heads.

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Delivery Missions. For delivery missions, you must pick up something from an NPC and then deliver it to another NPC. Often you have to traverse great distances to complete the mission. In fact, it may be worthwhile to spend credits on a shuttle ticket to get to your drop-off point. You can run between points, but that can be dangerous because of creatures along the way. Usually the payment for a delivery mission more than covers the cost of a shuttle ticket.

When you first accept a delivery mission, you get an orange waypoint to the first person, who gives you the package to deliver. Once you make the pick-up, another orange waypoint appears leading you to the drop-off.

Destroy Missions. Accepting a destroy mission means you have to go out and wreak havoc on a structure: either a creature's lair or a small structure built by humanoids. Expect the target to be guarded. You have to deal with whatever beings are attached to the structure before pounding it to dust. Plus, lairs have a nasty habit of spawning defenders. If that happens, switch your attack to the new creatures. Wipe them out before getting back to work on the structure. Finally, as you complete the demolition, there's a chance of a larger, stronger guardian popping up to take some swipes at you, so be wary.

If something goes wrong, you forget what the mission is, or you decide you're not in the mood anymore, check your datapad for the information. You can read the mission briefing, deactivate the waypoint, or even abort the mission altogether. There's no penalty for canceling a job.

Bounty Hunter Missions. As a Bounty Hunter, you can take on lucrative missions offered by the Bounty Hunter mission terminals. The big difference between these and the regular missions is that you don't get a convenient waypoint. Buy a droid to track down your target and store a waypoint.

Trader Missions. In a crafting mission, follow the waypoint to an NPC who can make use of your skills to fashion or repair an item. You will be asked to collect the components, successfully assemble and then deliver the item for your reward. You may choose to take a survey mission instead, for which you will simply head out with your surveying tools and find a certain concentration of the required resource.

Entertainer Missions. For "Gig Missions" as a Musician and Dancer, you are given a waypoint. If it is a building, go inside and perform for the patrons. The gigs will be of varying lengths, so perform until you have fulfilled your contract, and payment will be made automatically to your bank.

NPCs

NPCs — non-player characters — populate many of the areas in ***Star Wars* Galaxies**. These characters, controlled by the game program, wander around to give the cities a lived-in feel and to provide some services for players. We've already talked about the NPC trainers, but you should be aware of other NPCs.

NOTE

Some NPCs are found in the wilderness. Look for camps and other structures with several non-player characters hanging around. Start a conversation with them to see if they need anything done. Sometimes these missions earn you a badge.

NPCs in Motion

Several individuals parade around the metropolises. Some are in a hurry, others stroll or patrol. They may say hello or bark an order at you, but on the whole they just mind their own business and won't hold a conversation with you. Of course, you should always watch out for the rogues who decide that they don't like the way you look.

Stationary NPCs

Other NPCs don't move from their spot. You always find them waiting or gabbing in the same area. They may not be the exact same each time (names and species change) but you always find an NPC in certain spots.

Try using the radial menu to strike up a conversation. It may not always work, but now and again you find one who has something she needs done. They give you missions similar to those you'll find at the mission terminals.

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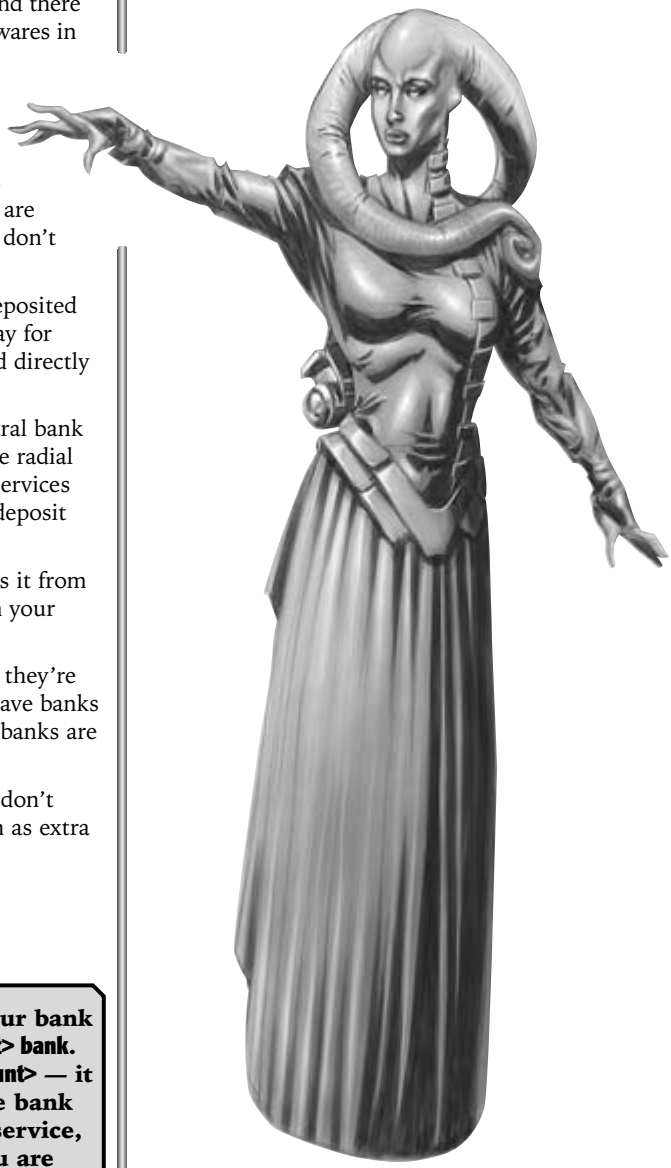
Some stationary NPCs are recruiters for different factions or simply folk hanging around. Take the time to get to know the inhabitants of the cities you frequent, as there are some interesting beings out there. And there are always merchant NPCs who tend to their wares in merchant tents placed by Trader players.



Banking

Credits make the solar systems spin. Plus it's nice to have a safe place to put things. Banks are your repositories for cash and items that you don't want to lug around on your character's body.

When you finish a mission, your reward is deposited directly into your bank account. When you pay for services such as cloning, the price is deducted directly from your account.

The banking terminals can be found in a central bank structure. Approach one and target it with the radial menu. You can then choose from a menu of services covering withdrawals, deposits or the safety deposit box feature.

Once you have a bank account, you can access it from any bank in the galaxy, including the items in your safety deposit box.

Make use of the banks as soon as you can, as they're handy. And don't forget — player cities can have banks too, if a Politician has placed one. Player city banks are connected to the planetary bank.

A safety deposit box can hold items that you don't want to keep in your personal inventory, such as extra weapons, minerals and clothing.

NOTE

You can tip someone directly from your bank account by typing /tip <name> <amount> bank. You can also use /tip <name> bank <amount> — it will accomplish the same thing. The bank charges a 5% fee for the use of the service, but it can be very useful when you are ranging far afield. Both you and the recipient of the credits will receive an in-game mail confirmation of the transaction.

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Travel

The name of the game is ***Star Wars* Galaxies**, emphasis on galaxies. That's a lot of ground to cover. Luckily a pretty reliable system of shuttles can take you from city to city and planet to planet. (See **Planets**, p. 31, for a list of starport destinations.)

There are two types of travel center: the starport and the shuttleport. They aren't found in every city. Smaller towns may only have a shuttleport and the smallest settlements don't have either, so you have to reach them by foot, mount or vehicle. Player-run cities can also have shuttleports, although you will often have to pay a travel tax.

The shuttleport is for on-planet travel, like getting to Mos Espa from Bestine on Tatooine. When you travel to a different planet, use a starport.

Of course, this isn't a free service. You need to spend a bit of credit to hop around the galaxy. The prices vary, but expect to pay at least 700 credits for a trip to another planet and 200 credits for a city-to-city ticket. Travel to outer planets is pricier.

To use the shuttle service, first find a shuttleport or starport. You can also use the command **/find shuttleport**, or the Shuttleport area of your in-game map. Within the starports (and to one side of the shuttleport) you discover the travel terminal.

Use the radial menu to access the terminal and you see a screen with a map of the planet and all its available shuttle locations. Under that map is a button that toggles between the planetary maps (the planet you're on) and the galactic maps (all the planets you can travel to). Under that are two pull-down windows.

The first one is for destination planet. Click on it and choose which planet you'll be traveling to. If you're going to another city on the same planet, then choose the name of the planet you're on. Next is the destination city. You can choose from all the available shuttle stops.

You may need to make a layover on your journey. If you're on Corellia and you want to get to Naboo's moon, Rori, you can't get a direct flight. You have to buy a ticket to Naboo, then buy a second ticket to Rori. It's expensive, so plan ahead. Check the table in the front of the Planets chapter here to find out where the space routes are.

If you want to buy a roundtrip ticket, check the "Roundtrip" box. This makes the ticket more expensive, but saves time. If you're taking the same route home, buy a roundtrip ticket.

Once you've made all the right choices, click on the "Purchase Ticket" button. Wait for a message that tells you you've successfully bought your ticket, then press "Exit." Now you have a shuttle to catch. Find the ticket collector, a silver protocol droid who lets you know when the next shuttle is arriving and takes your ticket when it's time.

At the shuttleports, the ticket collector is to the left of the travel terminal. In the starports you have to walk deeper into the complex, through a long hallway, until you come to the outdoor launchpad. You find the ticket collector there.

Use the radial menu to get the shuttle status. The droid tells you how long until the next shuttle arrives. When your ride shows up, use the radial menu again to board the shuttle. Or, double-click the ticket in your inventory.

NOTE

You can buy a ticket for interplanetary travel at any travel terminal (even one next to a mere shuttleport). However, you can use it only at a starport.

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Cloning Facilities

This terminal in a cloning facility allows you to store clone data.

Accidents happen and mistakes are made. Chances are your character will be bested in combat at some point — probably several times. However, with cloning technology being as good as it is in ***Star Wars* Galaxies**, death's sting has been pulled. When you die you can respawn at a cloning facility. All NPC cities and most larger player cities offer cloning facilities. You control which facility you spawn at and what equipment your clone has when it spawns.

If you have a favorite city, a place you want to go after you die, head to that city's cloning facility and find the cloning terminal. Store clone data at that specific facility for a fee. If you are cloned on Naboo but die on Lok, you will be offered a choice whether to be cloned on Naboo or on Lok.

Politicians can set up a player city that specializes in cloning and place a cloning facility.

The Healing Process

Cities are excellent places to go when you've suffered significant battle damage and need to recover.

Health Damage

When you're in perfect health your HAM bars are filled with red, green and blue. If you're in a fight and take damage, then the color drains out of your Health bar, leaving it white. Normal damage regenerates on its own, so you don't need anyone's help to fix it. You can accelerate this regeneration by using first-aid abilities, but if you make it to a city alive, you should be able to regenerate at your own pace, without assistance.

The Hospital

Most cities have a hospital. This is the place to go when you need to upgrade or replace a cybernetic limb.

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The Bazaar Terminals

Another feature of the cities that needs other player characters to function is the bazaar. Imagine an auction house that anyone can submit items to so anyone can bid on them, with it all done electronically. It can be a useful financial tool for your character.

The idea is simple. Use the bazaar terminals to sell items or bid on items that other players want to sell. This is a great way to find weapons, armor and items crafted by Master Traders. Or, if you're an Trader yourself, you can find components or material for your own creations.

The bazaar terminals link all the planets together in a virtual marketplace where goods can be traded and bought from any point in the galaxy. All it takes is credits. A much more detailed description of how to use the bazaar system can be found in **Economy**, p. 135.

Fences

When you're roaming about the wilds you tend to run into some hostile NPCs. Looting their bodies once you've defeated them often yields broken bits of equipment. This stuff is useless to you, but someone may need the parts.

Enter the Fence.

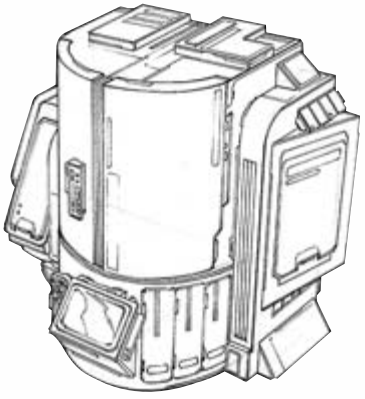
Keep the busted items you find and visit the Fence when you get back to town. This enterprising character will buy your trash. It may not be a big payoff, but it's better than lugging around garbage, right?

Fences also offer something that may be of interest to you, odd as it might sound. Strike up a conversation with them and find out about interesting items you can collect and assemble. (Perhaps an unusual rug or decorative item for your house?) Keep in mind, though, that you can only work on a single item at a time.

Crafting Stations

When you're a Trader with low skills, the generic crafting tool is enough to build your items. When you gain more skill and earn more complicated schematics, you must turn to special crafting tools and the large crafting stations to produce your objects.

The public crafting stations found in most cities give you the power you need. They are not generic, so you have to find a weapons crafting station for weapons, a droid crafting station for droids, a furniture crafting station for making furniture, and so on. Find more information in **Crafting**, p. 141.



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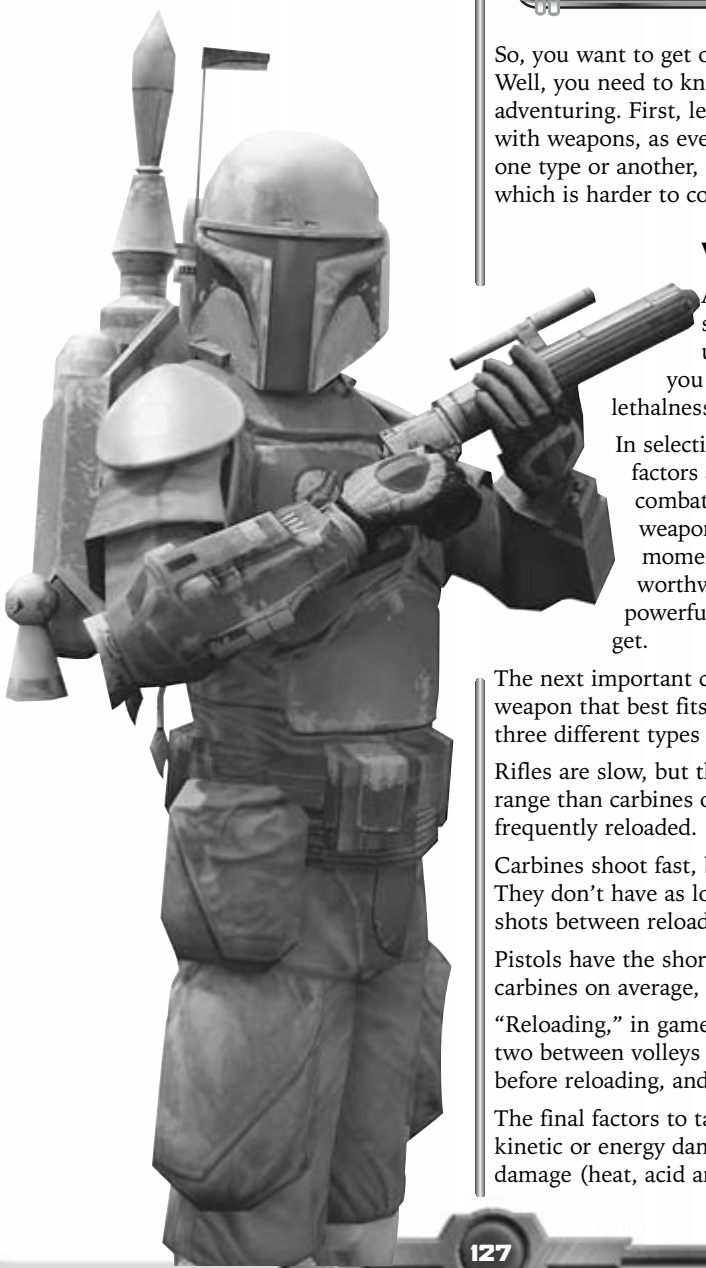
Combat



GEARING UP

So, you want to get out there and blast some beasties? Well, you need to know a few things before you go adventuring. First, let's discuss equipment. We'll start with weapons, as every combat profession starts with one type or another, then we'll move on to armor, which is harder to come by.

Weapons

Anyone can equip a weapon and start swinging or shooting, but understanding the stats of the one you are carrying will maximize your lethalness.

In selecting a weapon, the most important factors are your profession and you combat level, which determine the kind of weapon you're eligible to use at any given moment. It is, of course, always worthwhile to invest in the most powerful and advanced weapon you can get.

The next important choice is to pick the type of weapon that best fits your playstyle. There are basically three different types of ranged weapon:

Rifles are slow, but they hit hard and have a greater range than carbines or pistols. They have to be frequently reloaded.

Carbines shoot fast, but don't do as much damage. They don't have as long a range as rifles, but fire more shots between reloading.

Pistols have the shortest range, do the same damage as carbines on average, and have no reload time.

"Reloading," in game terms, is a pause of a second or two between volleys of shots. A rifle fires nine times before reloading, and a carbine fires 18.

The final factors to take into account is whether it does kinetic or energy damage, and whether it has special damage (heat, acid and so forth — about 20% of all

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weapons do). These factors probably won't be very important early on, but as you advance through the game they'll become more and more important, as the creatures you face gain more specific and potent resistances.

For the key stats for each weapon, see the weapons table beginning on p. 333.

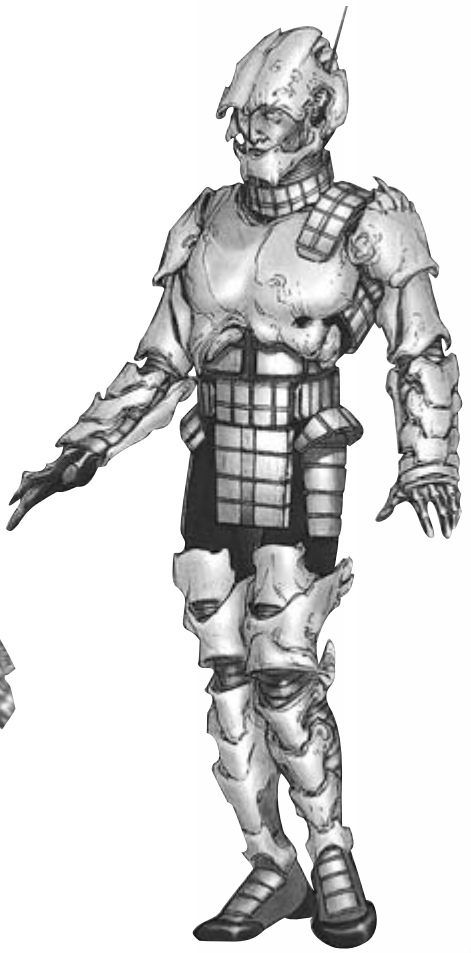
Forewarned is forearmed, so in addition to your ranged weapons, pack a melee weapon such as the survival knife pictured above, and switch to it when the MOB closes in. (A "MOB" is any non-player target that you attack.) Melee weapons typically do more damage than ranged weapons in point-blank combat.

NOTE

Using a pistol instead of a melee weapon allows you to run and fire simultaneously, but doing so penalizes your accuracy.

Armor

Armor is a mixed blessing in ***Star Wars* Galaxies** because while it offers protection, it also causes penalties to your maneuverability and accuracy. Check out the armor available to you to see what resistances or vulnerabilities are also bestowed. Then make an informed decision regarding what, if any, pieces you will equip.



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SETTING UP YOUR ACTIVITIES BARS

Before heading out to do battle with the bad guys, gals, critters and creatures, prepare for the impending conflict by setting up your activities bars. After all, the last thing you want to do during combat is fumble through your activities bars and Command browser trying to find the perfect move.

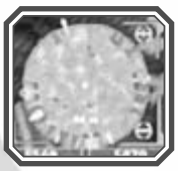
This is your activities bar. It allows you to quick-key 12 (more than 60 total) actions or items that then can be activated or equipped by pressing the corresponding key at the top of your keyboard.

The activities bar is a set of 12 slots that correspond to your 1 – = keys and can be customized to suit any type of play. During gameplay, pressing a key initiates the action that you set to that particular slot in the bar.

In addition, pressing Ctrl Tab scrolls through five sets of activities bars, giving you 60 slots with which to play. Setting up multiple bars prepares you for any contingency during combat.

FINDING CREATURES

Creatures appear as red dots on your radar, and the weakest ones lurk outside your starting city. Walk around until you see a red dot or a red arrow. Zoom out a bit to increase your radar's search radius. Click on the + and - symbols near the radar's display to zoom in and out respectively. A setting of 128 meters usually suffices. If you find a red arrow, it means that the creature is outside your radar's current range. Zoom out until it becomes a dot, then head in that direction to find the MOB (your target creature.



Creatures appear as red dots or arrows on your radar screen. Lairs appear in yellow.

Lairs

Yellow boxes indicate creature lairs, which generally are guarded by the mobs that inhabit them. Firing on the lair elicits an aggressive response by any nearby critters that call that lair home. Also, mobs may spawn while you are destroying the lair, and there is a chance that a boss creature may spawn that is a higher level than the rest.

Engage lairs with the above information in mind, and you will come away with some hefty experience.

APPROACHING THE TARGET

After you find a red dot on the radar, walk toward it until the creature is visible. All creatures have an "Approach Trigger Range" that determines how close the player can get before the creature reacts to his or her presence. The ATR does not mean the creature will aggro at that range, it just means that it will show some sort of recognition.

When approaching a creature, you may see one of three symbols floating over its head. A "?" above its head means that the creature is alerted to your presence. It may flee, or wait to see what you do next.

When you see "!" above a creature's head, the creature is warning you to back off. If you don't want to engage the mob, step back and it should calm down.

A "\|/" symbol indicates that the creature is scared. Pressing it further may cause it to flee.

NOTE

If you are a short distance from the starting city, chances are that creature will not be aggressive.

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ASSESSING THE TARGET

Attacking any creature you come across is not suggested. Rather, you need to assess the creature's strength relative to your own. Select the nearest creature by pressing Tab, or by clicking on the target.

NOTE

Every successive press of Tab selects the target that is next farther away, until all targets in sight have been cycled through.

Notice that your enemy's HAM bars appear above its head, as does a small, colored starburst icon. The color of this symbol corresponds to a difficulty rating system, which is outlined below:

- **Green.** Well below your Combat Level and easy to defeat. The XP gained from defeating such a creature will be minimal.
- **Blue.** Slightly below your Combat Level. Blue targets put up a fight, but you should emerge victorious. Use caution when engaging multiple blue targets; they can quickly get the better of you.
- **White.** Equal to you in level. Defeating such a target is difficult, especially if you rely on auto-attack. Take advantage of your weapon's ideal range, and/or a few special moves to take a white-con mob. The XP rewards are significant if you pull it off.
- **Yellow.** Slightly above your Combat Level. Avoid such fights unless you have superior weaponry, incredible tactics, a supply of healing devices, or some friends nearby.
- **Red.** Hope you like the view from the ground. Red targets usually deal a deathblow on you, so you'll pay with your life. Take these on only with an experienced group.

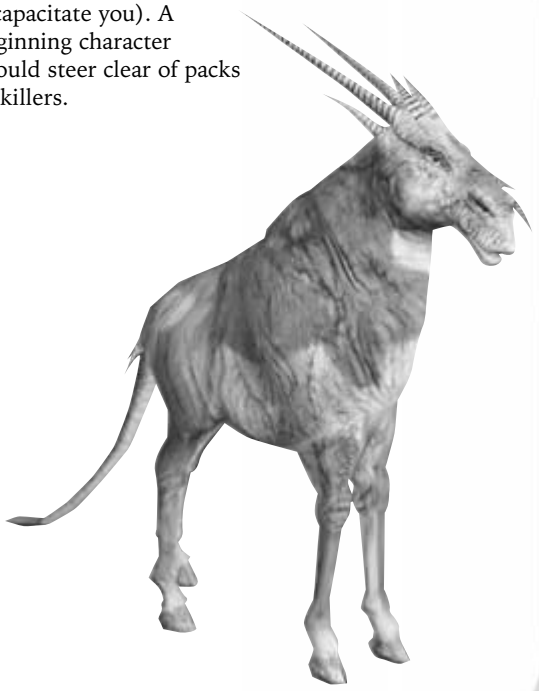
You can select a creature and type **/con** for a written assessment of the creature's level relative to your own.

NOTE

Creatures may con somewhere in between the colors listed above. In that case, you see a blend of the lower and upper con. For example, a light blue icon represents a creature whose level lies between a green and a blue con. The con is based on your its Combat Level relative to your Combat Level.

Creature Stats

Aside from the conning process listed above, check the creature stats in the back of this guide. It gives you more information than conning will, such as whether or not the mob is part of a pack (pack mobs assist each other in combat), or whether the mob is a killer and thus will deal a deathblow to you (non-killers will only incapacitate you). A beginning character should steer clear of packs or killers.



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FIGHTING

When you find an ideal candidate to battle, initiate combat. But before left-clicking, it might be good to check your attack range. If you've got a ranged weapon, move to its ideal range as found by right-clicking on it and selecting "Describe." Attacking from a weapon's ideal range grants a bonus to your accuracy roll.

If you're using a melee weapon, then you need to get up close and personal before you start swinging.

ARMOR

Basic Damage Types

All weapons inflict either *Kinetic* or *Energy* base damage. (Lightsaber damage is Energy damage.) Several weapons inflict additional elemental damage: *Heat*, *Cold*, *Acid* or *Electrical*. Heat is the opposite of Cold, and Acid is the opposite of Electrical, meaning protection for one reduces protection for the other.

Note: Color Coding. In general, the color for energy weapons is red, and the color for kinetic weapons is blue.

Armor Types

Armor is divided into three types:

Reconnaissance	Medic, Smuggler
Battle	Officer, Spy
Assault	Bounty Hunter, Commando

Reconnaissance Armor has a slight bonus to energy protection and a slight penalty to kinetic damage protection.

Battle Armor has even protection against all damage types.

Assault Armor has a slight penalty to energy protection and a slight bonus to kinetic damage protection.

Each category has its own set of unique appearances. Armor certifications control what types of armor each profession can wear.

Starting professions don't qualify you to wear any armor. As you progress into the Elite and Hybrid professions, you gain certifications for armor based on your profession.

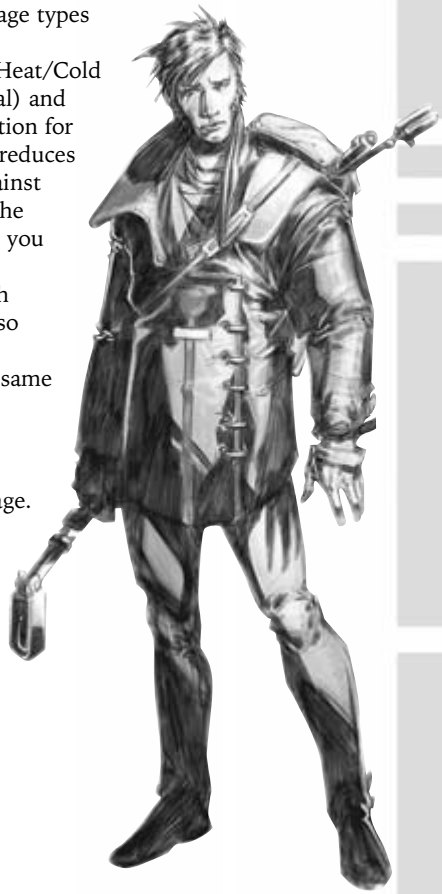
Armor Crafting

You can have all sorts of different armor — to illustrate who you are and what you do — while not introducing widely varying armor values. Even Wookiees and Ithorians have armor that is comparable to armor worn by the other species. Armorsmiths can create factional and specialized quest armors without making them unbalanced relative to standard armors.

The entire crafting process is broken down into four major phases.

1. Layers (Optional)

The layer creation step is an optional step, but it comes first if you do it. It allows you to adjust the specific types of protection that the armor you're crafting will offer. There's an important caveat, however. All damage types are in pairs (Energy/Kinetic, Heat/Cold and Acid/Electrical) and raising the protection for one half of a pair reduces the protection against the other half of the pair. For instance, you can tweak Heat protection up with layers, but doing so reduces Cold protection by the same amount.



Armor will resist a percentage of each type of damage. (Basic armor only protects against Kinetic and Energy damage.)

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2. Segments

Segments are the basic component for any piece of armor. At the segment stage a crafter may experiment on condition and resistances. An Armorsmith may also choose to incorporate up to four different elemental layers at this point. You cannot experiment on hindrances.

3. Core

The Core is the inner guts of the armor. The three categories of armor (Reconnaissance, Battle and Assault) come in three different levels:

Basic

Standard

Advanced

Thus, there are nine different Core schematics. The level of the Core determines the number of segments that you must include. A Basic Core requires one segment, a Standard Core requires two segments, and an Advanced Core requires three segments. Both the hindrance of the segments and the protective value of the segments stack. Thus, if the same segments were used in both a Basic Core and an Advanced Core, the Advanced Core would have three times the protection and three times the hindrance of the Basic Core.

4. Armor Appearance

This final combine determines the appearance of the armor. At this stage of the process the crafter combines the Core with some specific appearance parts, tailor components, and various optional loot items. Since the stats were already set in the previous step, a Core can be combined with any appearance allowed for that type of Core, with no modification in its values. Only factionally aligned armorsmiths will be able to craft armor appearances for their faction. One thing to note, while Wookiees and Ithorians are limited in the appearances of their armor types, they will have the full range of crafting possibilities and functionality that everyone else has.

Armor Sets

This method will allow many new sets and pieces of the armor to the game. Right away, there are four new complete sets of Faction armor available to both Combatant (PvE) and Special Forces (PvP) characters:

Imperial Reconnaissance Armor
all species (helmets only fit Humans and Zabraks)

Imperial Assault Armor
all species (helmets only fit Humans and Zabraks)

Rebel Battle Armor
all species except Wookiees and Ithorians

Rebel Assault Armor
all species except Wookiees and Ithorians

In addition to the full sets that have been added, the following sets of armor have had additional pieces added to make complete sets, wearable by all species except Wookiees and Ithorians:

Bounty Hunter Armor

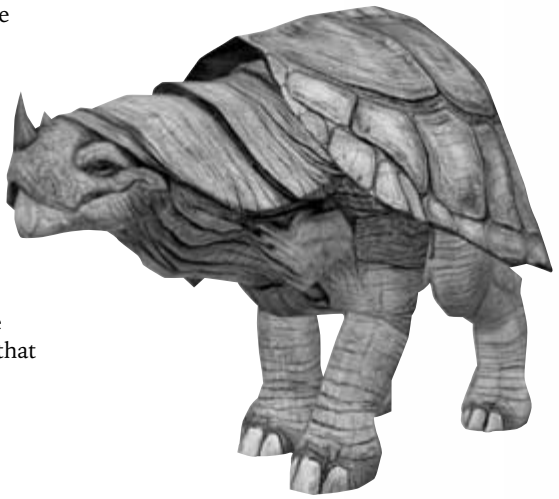
Mandalorian Armor

Marauder Armor

Rebel Recon Armor (Marine armor)

RIS Armor

Tantel Armor



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Armor Stats

Each piece of armor has a Kinetic and Energy rating, plus an elemental damage rating (Heat, Cold, Acid and/or Electrical) if the armor piece has any resistance of that sort.

We list only general armor stats here, because the stats for each piece of armor are determined by the armorsmith's skill and the components she uses to craft it.

Wearing Advanced armor slows your movement, slows your rate of fire and decreases your accuracy. As you improve in a profession, you learn how to compensate for these drawbacks (thus reducing their effect). Basic armor does not incur any penalties of this sort.

Armor	Defense	Armor	Kinetic	Energy
Basic	0 – 2000	*Assault*	+1000	-1000
Standard	0 – 4000	*Battle*	–	–
Advanced	0 – 6000	*Recon*	-1000	+1000

The defense adjusts for Assault and Reconnaissance armor cannot take their Kinetic or Energy rating below zero.

Species Normalization & Hit Location

Armor in ***Star Wars* Galaxies** is subject to a few unique limitations — certain player species cannot wear certain pieces of armor. For example, Trandoshans cannot wear gloves or boots, and Wookiees cannot wear boots. To avoid extreme vulnerability (and to avoid penalizing players for creating characters of these species), hands and feet are no longer possible hit locations.

Personal Shield Generators

Personal Shield Generators are worn instead of an armor belt and charge up like mini-shields. They can take a few hits and then need a short period of time to charge back up. PSGs now wear out at a slower rate. Anyone can wear a PSG, but they only protect against ranged Energy attacks.

CYBERNETICS

Cybernetic limbs are available in three locations — left arm, right arm and legs. (Cybernetic legs come in pairs.) All limbs have 14,200 hit points (Health).

Cybernetics can't be combined with armor — if you have a cybernetic limb, you cannot protect it with armor. However, each normal cybernetic piece has its own armor protection. (Replacement limbs have no armor.)

You sometimes get a replacement limb when you've taken so much damage that normal medical procedures can't save your limb and you don't have clone insurance. There is no charge to install a replacement limb, but it does cost 1000 to replace it with a regrown natural limb.

Protection Amount is the limb's defense. (Remember, you can't cover it with armor.) **Repair Cost** is what it costs to repair each point of damage. **Install** and **Remove Costs** are how much it costs to put one on or take one off.

Cybernetic Replacement	Protection Amount	Install Cost	Repair Cost	Remove Cost	Notes
Replacement (left arm)	–	0	1	1000	–
Replacement (right arm)	–	0	1	1000	–
Replacement (legs)	–	0	1	1000	–
Cybernetic Strength (left arm)	1200	5000	1	5000	Melee Defense -10 | Melee Accuracy +5
Cybernetic Shock (right arm)	1200	5000	2	5000	–
Cybernetic Speed (legs)	600	5000	3	5000	–
Cybernetic-Assisted Revive (left arm)	1200	5000	1	5000	Healing +15 | Ranged Accuracy -10 | Melee Accuracy-10
Cybernetic Sure Shot (right arm)	600	5000	2	5000	Throw range +20% | Ranged Accuracy -5 | Melee Accuracy -5
Cybernetic Critical Snipe (left arm)	1200	5000	3	5000	Range +5% | Ranged Accuracy +5 | Melee Defense -10 | Melee Accuracy -10
Cybernetic Throw Range (right arm)	1200	5000	1	5000	Range +10% | Ranged Accuracy -10
Cybernetic Kick Down (legs)	1200	5000	2	5000	Throw range -10% | Ranged Accuracy -5 | Melee Defense -10 | Melee Accuracy -10

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TAKING DAMAGE

Throughout combat, you'll take damage to your Health. Health regenerates over time, or it can be healed during or after combat by the use of abilities that you have learned. (Nearby Medics can help you, as well.)

When watching the fight, you'll notice numbers floating off your character. Red numbers indicate damage to your Health.

The numbers floating above your head represent the damage you have sustained.

Bleeding

Certain weapons, on a successful hit, cause you to bleed. Bleeding slowly drains Health until it is cured, or it runs its course. Be careful; bleeding to incapacitation is possible, so get cured or use stimpacks to boost your bars before they fall to zero.

Incapacitation

You become incapacitated if your Health falls to zero. You cannot move, deal damage, speak, or equip items while in this state. A timer appears to let you know how long you will remain in the incapacitated state.

If you are incapacitated, you automatically become Weakened for 1 minute.

Death

Death occurs if:

- a creature or player performs a deathblow on you while you are incapacitated, or
- you become incapacitated again while Weakened.

This timer counts down to the time you will revive, unless the creature that incapacitated you performs a deathblow.

Should this occur, you have the option of cloning at the nearest facility, or whichever facility at which you have bound yourself.

If you have not insured your items at an insurance terminal, most of your items will be left on your corpse. Luckily however, finding your corpse is a breeze as a waypoint is automatically set to show you the way.

LOOTING

If you are successful in combat or if you are retrieving items left on your corpse, loot any items left on the body. If a corpse has anything that can be looted, a yellow "!" appears above it. Click on the corpse to loot items and resources. Or, right-click on the target, and select "Loot" from the radial menu. Selecting "Loot" opens a window that allows you to loot only the items you see fit, or to select "Loot All," which removes all items from the corpse and places them in your inventory.

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Economy

One of the unique things about **Star Wars *Galaxies*** *is a player-driven economy — and we mean driven. Players can own shops to sell their crafts. In addition, you can have factories that mass-produce items for sale to other players.*

The lonely crafter, squatting in a corner and simply churning out goods, has been upgraded into a store owner, complete with a staff of workers.

A great many items are available only through the efforts of Traders. The best armor and weapons, for example, are going to come about through highly skilled player characters.

Anything and everything is for sale these days. However, each server has its own independent economy. Browsing the trade boards available at http://starwarsgalaxies.station.sony.com/ (Under the Trade heading) should give you an idea what is selling for what price. Test Center has the absolute lowest prices, with Bloodfin usually sporting the most expensive prices.

A good way to gauge the inflation level of a server is to take a basic +Experimentation Attachment. On Bloodfin, a +1 Armor Smith Experimentation Attachment goes for over 1 million credits. On Test Center it can go for 2000. Quite a difference in price, wouldn't you say?

CREDITS

Credits are the units of currency in ***Star Wars* Galaxies**. It is the basis for most transactions and rewards. As the saying goes, credits make the galaxy slowly decay into dissolution through entropy … or go 'round.

You never see a physical representation of credits. They move about as numbers on your Inventory screen. However, as with all money, it's better to have more than less. Even though you don't see them, you can carry around credits on your character as cash. Cash is useful for tipping and trading, but don't keep too much on hand. It's often easy to hit one too many zeroes and tip some poor guy one million instead of one hundred thousand. It's best to keep most of your currency in a bank. For more information on how banks work, see **City Life**, p. 121.

Now that you have a grasp of the monetary system, it's time to talk about stuff. You can acquire items and equipment in a variety of ways. You can find it, make it or buy it. And if you make things, you can sell or trade them (for credits or other items).

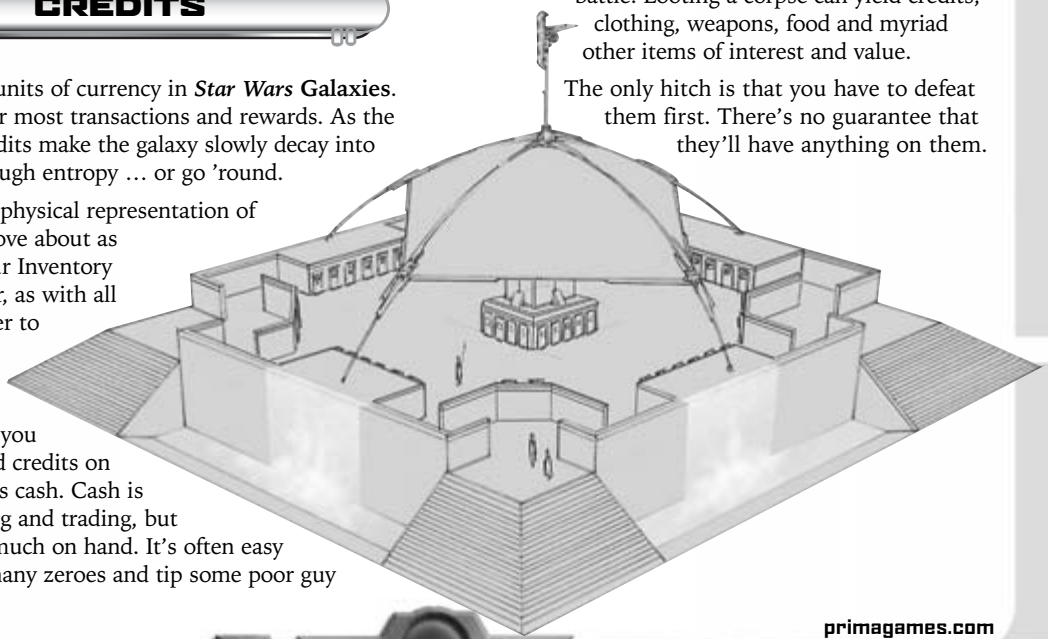
We'll cover all those aspects of the ***Star Wars* Galaxies** economy in a moment, but it's worth mentioning that crafting is a very important part of the game. Artisans, as they gain experience and higher skills, can branch out into several Elite professions. They can build everything from powerful weapons to droids.

Don't dismiss the Trader career path. Imagine the wealth you'd accumulate if you are the first one on the planet able to create personal shield generators.

FINDING STUFF

Some items you simply find on NPCs you defeat in battle. Looting a corpse can yield credits, clothing, weapons, food and myriad other items of interest and value.

The only hitch is that you have to defeat them first. There's no guarantee that they'll have anything on them.



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Still, hunting NPCs in the wilderness is a good way to build up your inventory. You probably won't find the very best equipment, but you will get it for free. And because items can be sold in the bazaar, you can always turn loot into cash.

A lifeless NPC can yield a bounty in credits and items.

A second way to obtain things in ***Star Wars*** **Galaxies** is through theme parks. When you complete missions for the characters in a theme park, you get rewarded. Mostly the reward consists of credits, but when you get to the higher levels, you may get a special item, unavailable (or at least very difficult to obtain) through other means.

Jabba will show his appreciation for services rendered.

MAKING STUFF

Star Wars **Galaxies** relies on the player characters for most of its items. The Traders are the ones who crank out the most powerful and potent objects. If it weren't for them, we'd all be stuck with CDEF pistols and casual pants.

The crafting tool is the first step in making items.

This system also allows you to customize items you create. You can give pieces that personal touch so when people are shooting giant worrts they'll know they're doing it with an original brand. Additionally, your level of success in crafting an item directly affects its quality. For you aspiring Traders, check out the "Crafting" section for details on how to start creating your own merchandise.

Crafting stations in towns and cities allow you to make the more difficult items, but they're for advanced users only.

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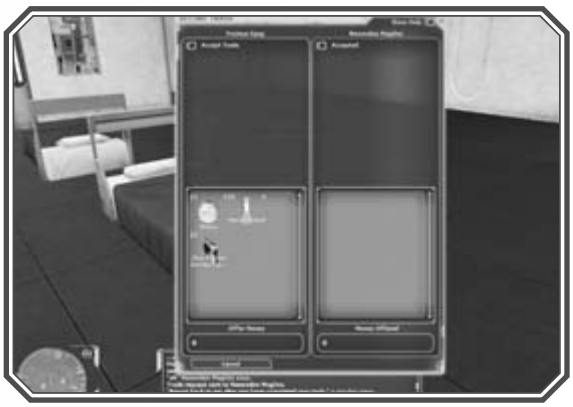
SELLING & BUYING STUFF

For an economy to work, there must be trade. Goods for services, goods for goods, goods for credits, and so on. ***Star Wars* Galaxies** allows for all sorts of selling, bartering, and trading. All it takes is two amenable player characters and the will to get something for something.

Secure Trades

The most frequently used way to shift goods around from player to player is the secure trade. Using the radial menu, target another player and ask him or her to trade with you. When he or she accepts, a window pops up.



The Secure Trade window.

Fill it up with the items you wish to trade and/or type in the amount of credits you're willing to pay. Your partner does the same.

A step-by-step sample of secure trading can be found in **Interaction**, p. 112.

Trading is not necessary for paying a player for a service. If a Medic patches you up, it's easier to simply use the **/tip** command to slip her some credits. The trading window is useful for an exchange of goods or goods for credits. When you're paying for an actual item (rather than a service) use the secure trade system. By using the window, you can ensure that you're getting what you pay for, or that you're getting the credits you deserve.

The trade has to be approved by both parties before it's completed, which protects you from getting ripped off.

The Bazaar

The bazaar terminals all look alike.

Most of you are already familiar with the system employed by the Galactic bazaar terminals. In the real world, there are several on-line auction sites for buying myriad items at set prices or by bidding. The bazaar in ***Star Wars* Galaxies** runs along the same lines. Any player can access and use the bazaar. Simply walk up and use the radial menu. Here, we'll take you on a step-by-step tour of putting up an item for sale.

A couple of neat features are available in the bazaar. Using the Enhanced auction ability (one of a Trader's Business abilities), you can actually highlight your auctions. Note that there is a max price that can be charged for bazaar sales. (This price changes as the game economy fluctuates.)

TIP

Most purchased items from anywhere are now placed directly in your inventory, saving you the hassle of having to wait on the bazaar to give you items. Note that this only occurs if the items are in your physical location. If you're on Tatooine and buying wood on Yavin, you'll have to go there yourself to get it.

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STAR WARS GALAXIES

1 *Use the radial menu and choose the "Browse Market" tab.*

2 *Let the data pop up and then check the tabs up at the top of the Auction List window. Click on "My Sales."*

3 *It shifts to a new window. Find the "Sell An Item" button in the center near the bottom and click on it. Another window pops up with your inventory in one frame.*

4 *Click on the item in your inventory that you want to put up for sale. Then, in the upper right corner, decide whether you want to put it up for "Instant Sale" or "Auction."*

5 *If it's an instant sale, you set the price. If it's an auction, you set the time limit and the minimum bid. Then you can type in a description of the item. This is most useful when it's an item you've crafted and made modifications to. List the item's good points and anything that's unique about it.*

6 *Click the "Sell Item" button and it loads the auction onto the bazaar system. Repeat the process for other items or exit the bazaar.*

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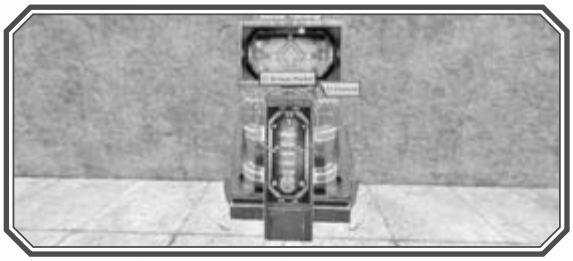
NOTE

Instant sale means that you set a fixed price (say 100 credits) and whoever first agrees to pay that price gets the item. Auction is a bidding system. You set a time limit for the auction and people bid on the item. At the end of the time limit whoever has the highest bid wins the auction.

Sample Bazaar Purchase



1 ***As with the other sample, begin by using the radial menu and choosing "Browse Market."***

2 ***You're taken immediately to the "All Auctions" screen. Check the location filter to choose what listings you want to see: "Entire Galaxy," "This Planet," or "This Region." Then pick out what type of objects you want to browse from the folder under the location filter. Here we've chosen "Weapons"—a popular choice.***

3 ***Click on an entry and you get this new window. It shows you the price (or current bid), an image, and scads of information about the item and its attributes.***

TIP

One thing to keep in mind when using the location filter is that you have to go get items you buy from the bazaar terminal where the auction was placed. So if you're on Tatooine and you buy something that was put up for auction on Naboo, you have to go to Naboo to go pick it up. Figure travel expenses into the cost. There's no shipping.

4 ***Press the "Place Bid" button and you get a new screen where you can put in your bid for the object. Type it in, click "Bid," and you're set. When the auction ends you're notified if you won. Then it's up to you to pick up the item.***

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STORE

Set your stakes and lay claim to a plot of land to build on.

A masterful crafter can produce a lot of wares. How to sell them to the public? There's the bazaar, of course, but a more personal way of selling is to set up shop. Imagine having a store of your own, filled with merchandise of your own design, and patronized by other player characters.

TIP

- **Is someone stinking up the place? Or do you just not like a certain player? You can set your entry list to ban specific players from your store.**
- **If you play a Trader, you can hire different species to work for you, have them bark out an advertising campaign, or wear what you've made.**
- **It's possible to sell Travel bags with multiple items in them.**

First, you'll need a building. Find a friendly architect to get a deed for a house and set it up in an appropriate area. Once it's up, you can begin your customization.

Don't worry; you don't have to man the shop at all times. With management and hiring skills, you can get NPCs to do the day-to-day work. You do need product however, so keep producing items to feed into the economy.

Having a store gives you an advantage over the bazaar because only your product is displayed. However, the range is much more limited. Players have to physically get to your shop to buy merchandise. Good old word of mouth can help build up a clientele, so get out there and spread the word.

TIPPING

It takes up a lot of time for an Entertainer to gain enough experience to get higher skills. That time is spent in cantinas. And you may notice that credits don't just fall in your lap from sitting in a cantina.

So show some love when you meet an Entertainer. It doesn't have to be much, it doesn't have to be every time, but using the **/tip** command will be greatly appreciated.

Keep some cash in your character's inventory when you go to visit the cantina. To tip someone, target them and type **/tip [amount]** in the chat window. You can also tip with money from your bank using the /tip bank command, but that will net you a hefty 5 percent service fee each time you do so.

You can also type in **/tip [character's name] [amount]** instead of targeting the character.

And for all you receivers of tips, show your gratitude. A surly dancer is much less likely to get compensated than a cheerful one. Say thank you.

Play nice.

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Crafting

Crafting in **Star Wars *Galaxies*** *is as much of the game as combat is. The economy is largely player-driven, and the majority of player items are crafted. As a result, there are many items a player can learn to craft, and in time sell. Tough armor, excellent weaponry, and stylish clothing are created by player character Artisans. Even large-scale projects, such as buildings and turrets, can be undertaken by the advanced crafters in your galaxy.*

In fact, almost every item is craftable in some way, whether it's a simple chance cube that can be used to gamble a starship away or a complex land speeders used by certain famous locals of Tatooine. One thing is for certain – crafted items are in high demand no matter where you go.

Types of Crafting

Star Wars **Galaxies** supports many different types of crafting that you can experiment with over time, ranging from simple artisan crafting to complex advanced crafting of the Armorsmith or Droid Engineer. While the crafting functions are very similar for all crafting types, each has different categories of crafting for players. A brief list of these categories and a few popular items within that craft profession are listed below.

All serious crafting is the province of Traders, but there are a few specific exceptions. Most notably, Entertainers can craft their own musical instruments and dance props. Also, Wookiees have the racial ability to craft bowcasters, and, of course, a Jedi may craft his own lightsaber.

Trader. Makes a wide variety of craftable items. The Master Artisan is also capable of making vehicles and a lot of the components necessary for advanced crafters. Some example items of an Trader are vehicles, droid batteries and bone armor.

Domestics Trader. Makes food and clothing.

Engineering Trader. Makes droids and weapons.

Munitions Trader. Makes weapons, armor and shield generators.

Structures Trader. Makes starships and buildings.

Entertainer. Makes musical instruments.

TIP

Schematics represent "blueprints" for items your character can currently make. As you advance, you gain access to specialty schematics. Check the "Craft Schematics" section at the back of this guide for a crafting schematics table. It has information on materials needed for all craftable items.

To make anything, you need a few basic items:

- A schematic (blueprint)
- Appropriate resources for the schematic
- Appropriate surveying tool (if you gather your own resources)
- Appropriate crafting tool (general or specialty)

Crafting Experience

Star Wars **Galaxies** awards experience to crafters — for each item crafted, the maker receives experience.

Being a good crafter means more then endless hours of hunting down resources and crafting innumerable basic items; you must be an astute observer of the economy and trends in demand.

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Resources 101

Unfortunately, knowing how to make something doesn't mean you can make it — you still need to obtain the resources you'll need to craft that item. There are a couple of ways you can go about gathering what you need. You could buy the necessary resources from the bazaar or directly from other player vendors. Or, you can harvest the minerals yourself.

So long as he or she has looting rights, any character may extract organic resources from creatures. When the creature falls, its resources will appear in its loot window. Since Traders are non-combat characters, they'll need to rely on the combat classes to bring down the animals for them to harvest, either going out with hunting parties or purchasing the resources when the hunters return to town.

For most other resources (including organics such as water and fungus, and inorganics such as copper and petrolchemicals), you'll need Survey skills to find and extract them.

Trader Extraction

Traders can extract five key resources — mineral, chemical, gas, water and flora. (Side note: There are consequences for the pillaging of a planet. Planets have limited amounts of each resource and, once depleted, the resource does not return.)

Organic. To extract organic resources from a non-humanoid corpse, just open its loot window. Any Organic resources (meat, hide, etc.) will be there.

Mineral. To extract mineral resources, you'll need to conduct a survey for them. Surveying is the first step in the process of acquiring resources — much like a scavenger hunt. Call up your inventory and hold the left mouse button over one of your surveying devices until the "Tool Options" box appears. Here, you can define the size of the area you wish to scan. As a beginner, you have only one option. As you advance, you can scan larger and larger areas with more precision.

TIP

You need to set the area only once, the first time you use the survey tool. When you gain skills within the Trader profession and get a better range, you can reset the area in "Tool Options."

After defining your area, select **Use** from the radial menu on the device to display the Survey/Sample screen. To the right above the survey button, you'll see a list of the possible resources you can search for on your current planet. This list is specific to the survey device you're using; for instance, you won't see water as a resource when you're using the mineral survey device. Select the resource you want and select **Survey**.

Finally, it's possible to survey other planets with certain types of droids.

Survey/Sample screen

A colored, visual pulse radiates from your character as you survey. If any resources of your selected type exist nearby, the left window fills with information. The percentages on the screen represent the presence of that specific resource in that area.

Blue percentages indicate that those resources are diminishing.

Gray percentages indicate a static level of resources.

Red percentages indicate an increase in resources in that direction.

The survey is finished, and information fills your screen.

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Star Wars **Galaxies** creates a waypoint inside your scanning area over the highest increasing percentage of resources (the highest red percentage number). Head for the waypoint, stopping in the blue shaft of light.

Once you discover a high concentration of resources, stand still and click Sample. Your character kneels and extracts resources. If the percentage is too low, you get a message saying you were unable to extract any samples. Stand up and survey again. This part is like scavenger hunting—you move from one area to the next until you find a high enough concentration to extract resources.

When you do find a high concentration, your character can extract resources. Actually collecting the minerals, gases, or liquids you're looking for requires Action and Mind points. The extraction process, however, is automatic. With each successful extraction you gain experience, and a small amount of the resource is placed in your inventory.

Leave your character at the sweet spot for several minutes. He or she keeps extracting until a) a message appears that says you can no longer find resources in your location, or b) your HAM bars get too low and you have to rest.

TIP

Occasionally you'll get a chance at an increased amount of resources for a little higher survey cost. A window will pop up and it will ask you if you'd like to survey the enhanced area. If you have enough HAM available for the event, you'll get either a waypoint to the increased concentration of minerals or a higher-than-normal amount.

You may want to ignore the event if you're trying to track down a high concentration point and plan on moving along right after the survey is done. But, if you've found your highest percentage for the mineral you are searching for, by all means go ahead and continue surveying and harvesting in a particularly rich spot. You can continue to sample individual samples at about a rate of one sample every 60 seconds or so, or you can drop a harvester on the location. (But with harvesters, you must remember to pay maintenance and power costs!)

TIP

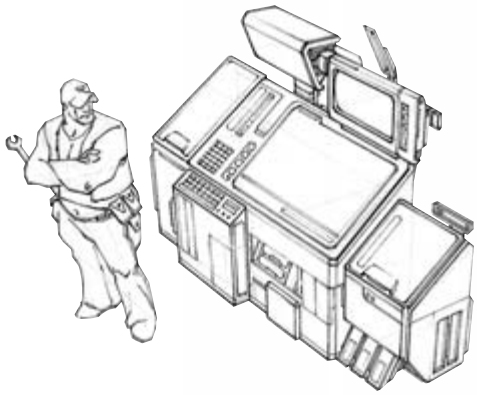
Make sure no hostile mobs are nearby when you are sampling. You cannot fight while sampling, and kneeling makes you an easy target.

Resources 201

It's important to know what you're looking for. Blindly harvesting anything that spawns will usually lead to more frustration for you as you winnow through your stocked metals looking for the "good" ones. While dumping a ton of garbage-quality resources on the market will produce buyers, finding better minerals of the same type will produce more *quality* buyers (who will often buy all the resources of one type instead of 5,000 units here and 2,000 units there).

Resources tend to list all kinds of statistics — meats have 4, minerals have 7, chemicals have 2 to 4, power has 3. It can get confusing. The primary thing to keep in mind is that every crafting class usually needs three key statistics from minerals and other things in order to craft. For example, Armorsmiths require Overall Quality (OQ) and Shock Resistance when selecting general minerals for their crafting, while Weaponsmiths need Overall Quality and Conductivity. Generally, it's a good idea to try and get the highest OQ value of a resource that you can, and then check the secondary statistics.

If worse comes to worst — ask! Most crafters will gladly tell you what they need and what is important to them for any given mineral type — this is also a good way to attract future customers for your resources.



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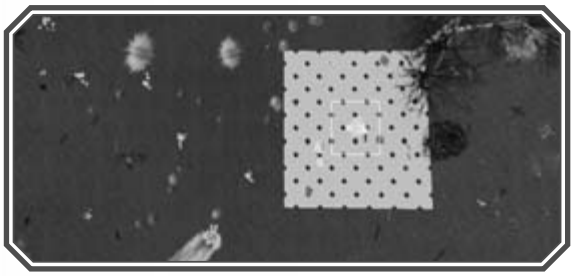
Resources 301: Harvesters

Tired of endlessly seeking out resources just for small amounts of material? Resource harvesters are the key to mass production; they gather resources while you are offline and do so with more efficiency then any player. Unfortunately for beginners, you must have a well-trained Trader who can survey and place harvesters.

TIP

Harvester deeds can also be purchased from other players at the bazaar terminals.

When you have a harvester deed, find a spot that is rich in several types of resources. Make sure you are well away from any city, and that you will be safe from attack for the next few minutes. Select **Use** from the radial menu. The Structural Placement window appears, allowing you to choose the location of your harvester. Try to place your harvester in an area with the highest density of resources.



Harvester placement

In the Structural Placement window, you can scan your surroundings using the arrow keys. An outline of your harvester appears around your mouse cursor. If the entire outline glows green, then you may place the harvester, but if any part glows red, you must find a different location. A single right-click rotates your harvester by 90 degrees. Single-click the left mouse button to place your harvester.

TIP

You will be informed when construction is complete, or you may select "Status" from your harvester's radial menu.

When your harvester is completely built, select **Structure Management** from the harvester's radial menu. To set which resource you would like to extract, select **Change Resource** on the **Machinery Control** screen. Then, select your resource from the menu to display the concentration percentages. Click **OK**. In the submenu options, **Operate Machinery** takes you to the harvester window.

Harvester window

TIP

You can name your harvester anything you'd like, such as "Vampire of Tatooine."

Select **Turn Harvester On** to begin harvesting. Notice that selecting **Harvester Progress** gives a real-time update of units harvested, while **Efficiency** represents the prevalence of resources at the harvester site. To claim your well-earned resources, choose **Hopper** from the **Machinery Control** screen, followed by **Retrieve**, to empty your hopper onto the ground, select **Dump Hopper**.

Unlike most items in ***Star Wars* Galaxies**, harvesters degrade. You must pay maintenance fees to keep your hopper running smoothly. If you fail to pay, your harvester stops working and can be destroyed if not maintained. If you wish to move your hopper to a better location, you must have at least 2500 in the maintenance pool, or you will be unable to move your harvester.

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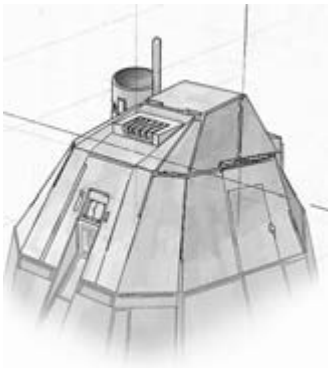
Just like homes, harvesters have a permission manager. The harvester's owner can set who may use the harvester. To give permission to a character, use the harvester's radila menu. To remove a person from the list, repeat the process.

Permission manager

The harvester's owner can also select administrators who have the same rights as the owner, except that administrators cannot remove the actual owner. To set an administrator, use the harvester's radial menu. To remove an administrator, repeat the process.

TIP

Currently it's only possible to destroy a harvester in place by letting it degrade. If you wish to pick it up and destroy it from your inventory, you must have at least 2500 credits in the pool and type in a code that will pop up after you have stated your intentions.



Crafting 101: Your First Item

You begin with a generic crafting kit, which you'll use until you can start acquiring more specific tools. A crafting kit is fairly easy to use. You probably want to drag the crafting kit up to your Activities bar and hot key it, but you can also leave it in your inventory and use the radial menu to open the crafting menu.

The first thing to do when crafting is to activate your crafting kit. If it's in your Activities bar, press the appropriate key to load it into the special attack slot, then right-click.

Next, select a schematic that you'd like to use as a blueprint. Early on, stick with something fairly easy and simple, like an early stage weapon that requires only a few minerals and some chemicals. Make sure you have the required ingredients in your inventory and double-click on them in the craft schematic. Then, choose **Create Prototype**.

TIP

- **You can choose to practice on the item for a 5% bonus to earned experience — however, you won't get the item since it's destroyed. But, remember to turn off practice mode before making something you want to keep!**
- **You can double-click on items in the crafting window to open that crafting schematic. This should save you a bit of time. You can even double-click on crates to automatically insert their contents into the schematic.**

If you've placed your crafting kit on an Activities bar, a timer appears on the crafting kit. Wait until the timer counts down; at that point, your item should pop out. (Be sure you have enough inventory space for the item before you start.)

As soon as you finish your attempt, you will receive a success or failure message that conveys your level of success. An amazingly successful attempt will yield a high-quality item, while an item that is marginally successful won't quite measure up in terms of quality.

Congratulations! You've just made your first item and are on your way to becoming a crafting professional in *Star Wars* Galaxies.

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Crafting 201: Schematics and Difficulty Levels

Many schematics are available only to specialty professions. Each schematic has a complexity score that determines the crafting process difficulty,

TIP

All crafted items have a unique serial number and the creator's name imprinted on them.

quality of the item to be made, and tools needed to build it. Schematics with a complexity rating of 1–15 can be completed with a general crafting tool.

Complexity ratings of 16–20 require the crafter to use a specialty crafting tool. The most complex schematics, with ratings between 21–25, require that the crafter use a specialty crafting tool *and* be within close proximity to a public crafting station. Finally, anything over difficulty 25 requires a personal crafting station in a house or a PA hall. More advanced crafters can make multi-use schematics that are used in factories to make items in bulk. A public crafting station is needed to make a schematic.

TIP

Check the "Craft Schematics" section at the back of this guide for a crafting schematics table. It has information on materials needed for all craftable items.

Crafting 301: Customizing Your Item

With experience comes skill and the ability to tinker with the basics of items. Experimentation allows crafters to change things like the maximum damage output of a rifle or the durability of a piece of armor. To experiment on an item, you must be targeting a public crafting station specific to the type of item you are creating.

Begin by crafting the item on which you wish to experiment. If you have the requisite skills, you're prompted with a screen before the item is finalized, allowing you to make minor adjustments in the item's statistics. However, every change you make to the item affects the item's overall complexity, and thus increases your chance of a critical failure.

Experimentation crafting screen

Crafting 401: Factories

Mastering large schematics for use in factories is perhaps the most difficult and frustrating experience in ***Star Wars* Galaxies**. While anyone with some crafting skills can make and use a schematic in a factory, true mastery comes when you can put a multi-component piece together and come out with a finished item. A very good example of this is a Physical Shield generator. Each shield requires seven different factory-created components used in the factory to create the shields. A full factory run can have around 75 crates of ingredients

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and the mineral resources necessary to create the shield. The sheer number of ingredients to manage can be daunting to anyone unfamiliar with factories.

One important note about factories is that they create large amounts of the same item — all with the same serial identification code. These items are often referred to as crates and can hold anywhere from 5 to 100 instances of an item. For example, Munitions Traders (using their Armorsmith abilities) require identical plates to make composite armor. So, they would make a manufacturing schematic for this, use the factory, and come out with crates of composite plates.

To make a factory schematic, just create an item normally. But, when you must choose to make a prototype or schematic, choose a schematic. Then, choose the number of items you would like to make.

Using the Factory

Using the radial menu dial, insert your schematic into the factory. Wait a few seconds, and you should be able to pull up an ingredient list. Just add the same ingredients that are listed, multiplied by the number of items you are planning on producing. For advanced schematics, such as those using crated materials or other ingredients like reinforced panels, remember that each item must be exactly identical to what is listed in the ingredient listing. This means that if the factory requires 7 units of a specific type of iron ore, you must place that exact type of iron ore within it. Also note that crates of items that are created in another factory have their own serial number. If you use a crated item from another run, you have to use a crate with the same serial number as called for in the recipe. If you forget the serial number of the object, fear not — it's in the ingredient listing.

Once again, as with all placed items, make sure your factory has enough power and maintenance pool available to finish the job. If it degrades in the middle of a factory run, you'll lose your items. Factories also use up one of your lots, so you might have to juggle a bit if you're playing with multiple buildings.

TIP

When your factory runs out of a product or finishes its run of objects, an e-mail will be sent to inform you.

Crafting 501: Architecture & Deeds

Sometimes it's not enough to wander from one cantina to the next. Having no fixed address, no place to put your trophies and spoils from all your adventures, can wear a player out. And if you want to move into the big time as a crafter, you need a place to peddle your wares. This is where architecture comes into play.

Deeds

Deeds represent the schematics for the building, as well as the necessary materials. Traders, especially Strutures Traders, can craft a wide range of deeds — everything from player homes to factories. Because the deed represents all needed materials, these deeds may be sold to other players and used without any skill in crafting or architecture.

Building a House or Shop

To build a house, you must first procure a deed. House deeds are produced by Architects (Structures Traders) and can be bought and sold over the bazaar. Placing a house is identical to placing a harvester. First you must be a good distance from any city. Choose **Use** from the radial menu of your deed. A topographic view of your area is created. Move about the area with the arrow buttons. The entire house must glow green for you to place it at a location. Right-click to rotate the house 90 degrees, left-click to place the house, and press Esc to quit.

Once your marker is placed. you have to wait for the structure to be built. ***Star Wars* Galaxies** informs you when your house is complete. As with harvesters, you need to pay a maintenance fee for house upkeep.

When your home is built, you need to make several decisions. Bring up your home's radial menu. The **Privacy** option allows you to choose a private or public home. To allow a player into your private house, use the radial menu for the Structure Management Terminal. (Repeat to remove the permission.)

To set an administrator, use the same radial menu. Repeat to toggle the person off any list.

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If you wish to set up a shop, you must make your house public. Public buildings have a unique feature: ban. You may ban a person by typing:

/setpermission ban <player's name>

Second, if you do not already have a residence, you may declare this structure your home. You may have only one residence at any give time. As with all structures, you must have all maintenance fees paid to remove your house without losing your deed.

Shop Management

After a Trader has reached the Business III skill, he or she can place a vendor. To do so, the Trader must have administrative rights to the house, and the house must be public. To access the list of vendors you have placed, select **Vendor List** from the building's radial menu.

The vendor is an NPC that you control. You don't have to be there for every interaction — you set them up to respond to player characters and take care of the business of the shop (selling).

At first, your vendors are limited and have little personality. If you decide to specialize in the Merchant profession, you gain skills to customize your vendors and better reflect your selling style.

Vendors take care of the shop by being there for players to interact with and buy products from. They cannot restock. You have to make arrangements for that (see **Factories**, p. 146).

Leaving your store in the care of a vendor allows you the time to enjoy life in the galaxy, searching for more raw material, creating new schematics, and hanging out in cantinas.

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Player vs. Player (PvP)

So, you have a few professions under your belt and killing little critters just doesn't cut it any more? Well, ***Star Wars Galaxies*** *has just the thing for you, a fully robust Player vs. Player system (PvP for short) that lets players battle with and against one another in the Galactic Civil War (GCW). While the particulars of the system can become complex, and the interactions of individual professions with each other are countless, the basics of the system are easy to grasp.*

There are two main "factions" at battle with each other over the fate of the galaxy: the Galactic Empire and the Rebel Alliance. A player can join either of these factions in a number of ways. And casting your lot with one side or the other can result in both consequences and perks.

There are other factions in the game, such as the Hutt Crime Syndicate. In the future, you will be able to align yourself with one of them, as you can with the Empire or Rebel Alliance now.

Smaller forms of PvP (aside from the grand scale GCW) are Player Association (PA) wars. This system allows PAs (groups of players banded together under one name) that are mutually opposed to each other to be at war (with mutual consent).

If your Player Association (PA) is at war with another PA, it will be as aggressive toward you as Imperials against a Rebel in their base. Think of a fight between two Player Associations as a grudge war. If a character is red on radar, attack and ask questions later!

Factions

The foremost decision when choosing a faction is not which side you want to join, but how active you would like to be in the Galactic Civil War. Gauge how rewarding it would be for you to blast Rebel scum at random and how frustrated you might get as a target for terrorist activity at every turn. Or, alternatively, would you fight tirelessly against the Imperial strong arm, no matter where or when, making you a wanted criminal in the eyes of the authorities who hunt you? So when you decide which faction to support, you must also decide whether to serve as part of the **Special Forces** or just as a **Combatant**.

Special Forces operatives of either faction have more bonuses and perks, and they're more likely to be run by "hardcore" PvP players. Their drawback is that Special Forces operatives are fair game (and prime targets) for the opposition wherever they go, regardless of the situation.

Do you like to explore the galaxies on your own a lot? Then becoming a Special Forces operative probably isn't for you. You will have nobody watching your back in case of an ambush. The perils of being a Special Forces solo operative are many — a skilled Commando taking shots at you from the edge of your radar range, a Jedi crew assaulting you as you enjoy your favorite Entertainer at the cantina … you get the idea. But there are perks for being Special Forces, including the ability to call upon other Special Forces characters in time of need or ambush.

The flip side is the Combatant, who appears neutral to the opposing faction. However, choosing to be a Combatant for the Empire or Rebel Alliance in no way makes anyone any less of a member; your membership just isn't advertised with a neon sign over your head.

Combatants receive different missions and perks for being a member. A Special Forces Rebel might blow up an Imperial military installation with his buddies, then laugh about it at the cantina afterward. A Combatant member might deliver a letter or secret piece of information to a Special Forces operative with details on how to blow up that Imperial installation. In the end, the Combatant member helped the Rebel Alliance, but in a manner that didn't flag him or her as a target.

As a quick rule of thumb, figure that Special Forces are playing PvP, while Combatants play PvE.

Faction Points

After graduation from the tutorial, you want to find the nearest recruiter and sign on the dotted line, right?

Not so fast. You have to build up your faction points in order to join. Press C to bring up your character sheet so you can track the number of faction points your character has. You must collect 200 faction points to join a side, and you must maintain at least 200 faction points to remain a member.

You gain faction points by going on missions from the faction-specific mission terminal. Where normal mission terminals give odd jobs to earn credits, faction

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mission terminals give credits and faction points you can save to join the Empire or Rebellion and purchase perks.

Factional Mission Terminals can almost always be found near Factional Bases, Recruiters and in most Faction-controlled Cities or Player Cities.

Imperials

Want to bring Order to the Galaxy, and back that up with the power and threat of horrific retaliation to anyone who opposes you? If so, then the Imperial Army and Navy wants you to help put those rabble-rousing Rebels in their place and stop them from causing trouble in the Empire.

NOTE

Medics of one faction cannot heal members of the opposing faction.

Note that the Empire is somewhat biased and imposes a faction-point earning penalty to species other than Human and Zabrak. If you know you want to earn faction and be political early, choose one of those two species. To build faction fast, keep requesting missions until you find a military destruction type that is nearby. Low travel and high reward missions allow you to build faction. The less time you have to spend running to and from a mission, the more time you have to build your faction standing. Your best bet is to take two missions roughly the same direction and distance.

NOTE

Many cities lean toward one faction or another. A city could be a safe haven for Rebels, perhaps, or an Imperial stronghold. Even on the same planet, you can find both sides. On Tatooine, for example, there's Bestine (an Imperial town) and Anchorhead (where Rebels can walk unharmed).

Make sure you know the political climate of a city if you're a highly placed faction member. Shuttling into the wrong town can get you into trouble.

Being an Imperial means you spread control and order to the sector you occupy, and if that means violence, then so be it. The Empire is not a warm and fuzzy association, and frowns upon players who exhibit those tendencies.

Rebels

Want to restore the Republic, the last hope for freedom and peace in the galaxy? Then, this may be the path you choose. But be forewarned — the Empire also vigorously hunts and oppresses them.

Most of a Rebel's life is spent planning and executing tactical confrontations. Rebels don't have the brute force the Empire can bring to the battlefield, but they are in no way at a disadvantage. Rebels accept all species equally into their ranks, so long as they are willing to promote freedom and harmony.

One can join the Rebels by taking missions from a Rebel mission terminal. Because the Rebel Alliance is an underground operation, these terminals are in secret, out-of-the-way locations, and are not marked on any map (except the ones in this guide). However, there are as many Rebel terminals as Imperial ones. It just may take investigation or traveling to find one.

It is the Rebellion's duty to spread peace and order by freeing the galactic inhabitants from the yoke of Imperial oppression. Therefore, Rebels shouldn't start fights in areas of meditation and entertainment. It is in the Rebel's honor code to respect the privacy and peace of others … but if a fight is brought to you, it doesn't mean you lie down and take it!

Others

There are myriad other factions within ***Star Wars* Galaxies**, most of which are planet-specific (such as the CorSec on Corellia, the Nightsisters on Dathomir or the Trade Federation). You can check your faction point totals for factions other than Imperial and Rebel by pressing C and selecting the Factions Tab. These factions work similarly to the Rebel vs. Imperial conflict and add greater dimension to the game as it is expanded and patches are added. Bounty Hunter mission terminals provide missions for either faction and are a good source of income to a neutral player or mercenary attempting to work for the highest bidder.

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Faction Wars

Also known as casual PvP or "ganking" (depending on if you're on the giving or receiving end of the exchange), faction wars in the city streets occur when Player Associations with a faction allegiance meet up and pick a random city to storm. They rage through and kill all opposing faction members. Most likely, the group will give up and search for easier prey if you are clever and fast enough. Make it a habit to hang out with a buddy to prevent random encounters from turning sour on you.

Players are not your only concern if you are a Special Forces member of a faction. Depending on the town, Stormtroopers or Rebel NPCs (Non Player Characters) will attack you based on your faction. These NPCs provide a good amount of faction points that you can spend toward getting some cool perks from the recruiter, so keep an eye out for both offensive and defensive reasons.

As a Special Forces member of your faction, pick and choose your battles. If you stay aware of your surroundings, you may be able to marshal a quick defense against surprise attacks. For example, if you're an Imperial and bump into a Rebel gank squad, run for the nearest Imperial mission terminal. You'll find members of your faction there seeking something to do. Tell them the situation and presto — you've got your own army to take on your attackers. Awareness and knowledge of the city you are in will serve you well and help you master random PvP encounters.

World Conquest

The three starting worlds of Corellia, Naboo and Tatooine may be conquered. The faction (Imperial or Rebel) that has the highest current score on each of these worlds can control that world.

What can you do to help your side prevail?

If you have enough faction points, you can create new outposts and other facilities on one of these worlds — the more strongholds a faction controls, the higher its score. But don't assume that an outpost placed automatically and forevermore scores points for your faction. In fact, as soon as a stronghold is placed, it becomes subject to any and all attacks from the other side. If it is conquered, it counts just as much, but for the enemy, not you.

Some strongholds are defended only by NPCs; others can also be defended by player characters. Attacking the first type takes place as Pve; attacking the second type is only possible for PvP characters.

What difference does it make who has the most points?

Whenever an NPC faction guard dies anywhere on the world, he or she will respawn as a guard of the ruling faction. That means that if the Rebels take over Corellia, each time an Imperial guard dies he is replaced by a Rebel guard. Even after your faction has racked up the highest score for one of these worlds, the only way to replace all the guards in a city is to go through the city, guard by guard.

Note that this means one faction can still control a city, even if the other faction controls the world. It still takes work to convert each city.

Safe Cities. On each of these worlds, there are a couple of exceptions to the previous paragraph — cities where the guards never change sides regardless of which faction is strongest on the world. They are designed to give you a safe refuge on the world, even if the enemy controls it. These cities are:

World	Rebel	Imperial
Tatooine	Anchorhead	Bestine
Corellia	Vreni Island	Bela Vistal
Naboo	Moenia	Deeja Peak

Faction Perks

When you build up faction points, you can use them to pick up some perks — the reward for being a loyal faction member. Find your nearest faction recruiter and purchase these perks from him. Most perks are placed as items in your inventory, although some directly affect your character.

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Military Titles. Special Forces characters can purchase military titles. These titles are listed here in order of increasing cost from the lowest to highest. They come with the appropriate rank insignia, as wearable items on military uniforms. Here are the current ranks and their cost:

Recruit	10
Private	10
Lance Corporal	400
Corporal	800
Staff Corporal	1200
Sergeant	1600
Staff Sergeant	2000
Master Sergeant	2500
Warrant Officer 2	3000
Warrant Officer 1	3500
Second Lieutenant	4000
Lieutenant	5000
Captain	5000
Major	5500
Lieutenant Colonel	5500
Colonel	6000

Buildings and Emplacements. You can purchase the deed to a turret or larger emplacement. Only a Special Forces character of your faction can place it. When placed, it automatically fires on Special Forces enemies and mobile enemies.

Minefield	250
Turret: Small Dish	1000
Turret: Large Dish	2000
Turret: Small Block	1000
Turret: Med Block	1500
Turret: Large Block	2000
Turret: Small Tower	1000
Turret: Med Tower	1500
Turret: Large Tower	2000
HQ: Forward Outpost	5000
HQ: Field Hospital	20,000
HQ: Tactical Center	30,000
HQ: Detachment Headquarters	40,000
S.F. HQ: Forward Outpost	7500
S.F. HQ: Field Hospital	40,000
S.F. HQ: Tactical Center	50,000
S.F. HQ: Detachment Headquarters	60,000

Uniforms (Imperial only). Purchase canonical military uniforms. These uniforms can be equipped only when you have Special Forces status, and are automatically unequipped if you to Combatant status. When a uniform is worn, it identifies you as an Imperial. This perk is a neon sign over your head declaring your faction.

Imperial Boots	200
Imperial Jacket	200
Imperial Pants	200
Imperial Hat	200

Furniture. Purchase items such as factional banners, so that your home reflects your allegiance.

Weapons. Purchase canonical military weapons to military spec that can only be used when you have Special Forces status.

Armor. Purchase canonical armor. This is an Imperial-only perk.

Schematics. Armorsmiths can spend faction points to earn the ability to craft factional armor sets. Rebel Armorsmiths can learn to craft Rebel Assault, Battle and Marine armor. Imperial Armorsmiths can learn Imperial Assault, Scout and Stormtrooper armor sets. These schematics can be used while you have Combatant status.

This is just a fraction of what eventually will be available to faction members. The more expensive the perk, the more valuable it will be. Some perks don't have readily apparent benefits and should be used in conjunction with other players/perks to gain maximum effectiveness.

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Quitting a Faction

If you decide you no longer want to be a Rebel or Imperial, you merely need to find a recruiter and converse with that NPC. You will be offered the choice to leave the faction. However, you can't join the opposing faction until you earn enough faction points.

NOTE

You can go on leave rather than totally quit your faction. While on leave, you do not act as a member of your faction, and you aren't identified as such in any way, but you retain all of your faction points. If you choose to rejoin your faction at any time, you may.

Player Associations

It's possible to play ***Star Wars* Galaxies** without participating in the Galactic Civil War and still engage in PvP Player Associations make this possible through a means of declaring a guild war on another guild with mutual consent.

War between associations requires mutual consent — it can't be a unilateral decision. The leader of one PA tells another PA leader that he wants a war. The other leader must agree to this before the hostilities start. This avoids unfair situations where one association could declare war and take another PA unawares.

After two guilds are at war with each other, the PvP encounters work like Rebel versus Imperial, with a few exceptions. All members of Player Associations are Special Forces to each other, meaning they are fair game wherever they go to the enemy guild. There are no Combatant PA members.

Killing a member of an enemy guild, unlike killing an enemy in Rebel vs. Imperial PvP, does not provide your character with faction points. The only reward is the satisfaction of taking out somebody you don't like and the praise of your PA members. There is no limit to the number of PAs that can be at war with one another, so your PA could fight the entire galaxy!

Dueling

At any time, challenges to duel may be issued between players. It is up to the challenge recipient to take the first shot. If the challenged takes no action, no duel occurs. After the challenged engages in combat, the dueling continues until one player is incapacitated and/or receives a deathblow, or both parties declare peace. Anybody may challenge anybody else to a duel — even members of the same faction or PA.

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NPC Factions

As you adventure throughout the universe, from time to time you'll run into one of the factions that make life more … interesting. Do you help them or hinder them? Attack them or defend them? Each time you help a faction, your standing with that faction (which is sometimes called "faction" with that faction) improves. Each time you cross a faction, your "faction" gets worse.

On the other hand, every faction has enemies. When you improve your standing with one faction, you hurt your "faction" with its enemies. In fact, one way to improve standing with one faction is to attack its enemies. (Among other reasons, you might want to improve standing to qualify for a quest from a faction, or so that they'll do business with you.)

A faction's members will defend each other and their allies, and will attack their enemy factions on sight.

Some factions have allies. Attack a faction when its allies are nearby, and you might find a bigger fight than you bargained for.

Faction	Enemies	Allies
Aakuans	Fed Dub, Binayre, Liberation Party	–
Afarathu	CorSec	–
Alkhara	Tusken Raider	–
Bandit	Townsperson	–
Beldonnas League	Followers Of Lord Nyax, Lost Aqualish	CorSec
Binayre	Fed Dub, Aakuans, CorSec	–
Bloodrazor	Canyon Corsair, Nym	–
Borvo	Gungan, Trade Federation, Jabba	–
Canyon Corsair	Bloodrazor, Nym	–
Cobral	Restuss	–
Cor Swoop	Smashball	–
CorSec	Afarathu, Followers Of Lord Nyax, Monumenter, Rogue CorSec, Lost Aqualish	Beldonnas League –
Dantari Raiders	Kunga Tribe, Mokk Tribe, Janta Tribe	–
Desert Demon	Swoop	–
Donkuwah Tribe	Gondula Tribe, Panshee Tribe	–
Drall	CorSec, Fed Dub	–
Endor Marauder	Gondula Tribe, Panshee Tribe	–
Fed Dub	Liberation Party, Binayre, Lost Aqualish, Drall	–
Flail	Hidden Daggers	–
Followers Of Lord Nyax	CorSec, Beldonnas League	–
Forest Kerritamba	Forest Outcast	–
Forest Outcast	Forest Kerritamba	–
Force Sensitive Villager	Sith Shadow	–
Garyn	Restuss	–
Gondula Tribe	Donkuwah Tribe, Korga Tribe, Pubam, Endor Marauder	Panshee Tribe –
Gungan	Plasma Thief, Swamp Rat, Borvo	–
Hidden Daggers	CorSec, Beldonnas League, Flail	Rogue CorSec
Hutt	Naboo Security Force, Nym, Imperial, CorSec, Narmle	Jabba, Borvo
Imperial	Rebel	–
Jabba	Valarian, Borvo	Hutt
Janta Tribe	Kunga Tribe, Dantari Raiders	–
Jawa	Tusken Raider	–
Kobola	Narmle, Spice Collective	–
Korga Tribe	Gondula Tribe, Panshee Tribe	–
Kunga Tribe	Mokk Tribe, Dantari Raiders	–

Faction	Enemies	Allies
Liberation Party	Fed Dub, CorSec	–
Lok Mercenaries	Bloodrazor, Canyon Corsair	–
Lost Aqualish	Beldonnas League, Fed Dub, CorSec	–
Meatlump	CorSec, Rogue CorSec, Beldonnas League	–
Mokk Tribe	Janta Tribe, Dantari Raiders	–
Monumenter	CorSec, Beldonnas League	–
Mountain Clan	Nightsister	–
Naboo	Borvo	–
Naboo Pirate	Naboo Security Force	–
Naboo Security Force	Borvo, Naboo Pirate, Plasma Thief, Swamp Rat, Trade Federation	–
Narmle	Spice Collective, Kobola	Restuss
Nightsister	Mountain Clan, Imperial	–
Nym	Bloodrazor, Canyon Corsair	–
Olag Greck	CorSec, Beldonnas League	–
Panshee Tribe	Donkuwah Tribe, Korga Tribe, Pubam, Endor Marauder	Gondula Tribe –
Pirate	none	–
Plasma Thief	Gungan	–
Pubam	Gondula Tribe, Panshee Tribe	–
Rebel	Imperial	–
Restuss	Garyn, Cobral	Narmle
Rogue CorSec	CorSec	Hidden Daggers
Rorgungan	Spice Collective	–
Sif	Rebel, Imperial	Hutt
Sith Shadow	Force Sensitive Villager	Rebel, Imperial
Smashball	CorSec, Cor Swoop	–
Spice Collective	Narmle, Rorgungan, Kobola	–
Spider Nightsister	Mountain Clan	–
Swamp Rat	Gungan	–
Swoop	Desert Demon	–
Thug	Townsperson	–
Townsperson	Thug, Bandit	Rebel, Imperial
Trade Federation	Borvo, Naboo Security Force	–
Tusken Raider	Jawa, Alkhara	–
Valarian	Jabba	–
Yavin Scavenger	Hutt, Jabba	–

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Emotes

** = no animation when untargeted. Some require you to target yourself, others require another target. Some work on self, others or no target at all.*

accuse
ache
adjust
adn
afk
afk4drink
afk4food
agree
amazing
anxious
apologize
applaud
arch
attend
ayt
backhand
bad
badfeeling
bah
bak
bang
bark
batlashes
bbl
beam
beckon
belch
bite *
blame
bleed
blink *
blow *
blowkiss
blush
bmoc
bob
bodyslam
boggle
bonk *
boogie
bored
bounce *
bouquet
bow
bow2
bow3
bow4
bowhead
brandish
brb
brt
burp
bye
cackle
callretreat
callstop
calm
catchbreath
censor
chase
cheek
cheer
chestpuff
chortle
chuckle
clap
claw
closeeyes
combarea
combhair
comfort
congratulate
contemplate
cough
cover
covereyes
cower
cringe
cry
culater
curse
curtsey
dance
deepbow
defend
demure
deride
disagree
doh
down
dream
drool
duck
echuta
eek
elbow
embrace
encourage
evilgrin
exausted
eyebrow
faint
false
faq
fear
feel
feh
fiddle
fidget
fistpalm
flail
flame
flee
flex
flip
flirt
flower
flutter
fool
frown
fume
fuzzy
gag
gape
gasp
gawk
gaze
giggle
giveup
glare
gloat
glow
going
greet
grin
groan
grovel
growl
grumble
grunt
gulp
hack
hail
halfnelson
halo
hand
handshake
headache
headlock
hearnoevil
helpme
hero
hi5
hiccup
hiss
hobble
holdon
hop
hose
hug
huge
hum
hunger
imfull
imitate
innocent
introduce
isafk
jam
jas
jk
jump
kiss
knockwood
kowtow
lag
large
laugh
lean
leer
left
legshake
lick
lol
lost
love
luck
manual
medium
melt
mercy
mimic
mirror
mope
mosh
mourn
mutter
nails
nap
nausea
nelson
nod
nono
noogie
nose
nudge
nuzzle
omg
oneknee
opossum
pant
pat
peer
peptalk
pet
peyoo
pillow
pinch
plugears
plugnose
pointat
pointdown
pointleft
pointright
pointup
poke
ponder
pound
pout
preen
primp
prod
protect
provoke
pshrug
pucker
puke
pull
punch
push
puzzle
question
quiet
raise
raspberry
ready
reassure
right
roar
rofl
rolleyes
rose
rubnose
ruffle
salute
scare
scared
scold
scowl
scratch
scream
seenoevil
shake
sharpen
shiver
shower
shrug
shudder
shush
sigh
skip
slap
slit
slobber
small
smell
smile
smirk
snap
snarl
sneer
sneeze
snicker
sniff
sniffle
snog
snore
snort
soapbox
softclap
spam
speaknoevil
spin
spit
squeeze
squirm
stare
steam
stink
stomp
strangle
stretch
strut
sulk
summon
surprised
surrender
swat
sweat
sweep
tackle
tag
tantrum
tap
tease
thank
thirst
throwat
throwdown
thxinfo
tickle
tiny
tiphat
tiptoe
tmi
tongue
toss
tsktsk
tug
tweak
twibble
twiddle
twirl
twistarm
twitch
uncle
up
veto
waft
wait
ward
wave
welcome
whap
whimper
whistle
wildpanic
wince
wink
wookieehug
wrinkle
yawn
yes
zip
zone

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Combat Professions

The seven combat professions are Bounty Hunter, Commando, Jedi, Medic, Officer, Smuggler and Spy. We strongly recommend that your first character in ***Star Wars* Galaxies** be drawn from one of these professions. Most of the game's quests are designed to be completed by characters from the combat professions.

Combat Leveling

The seven adventuring professions all earn the same Health, Action and Mind boosts as they level. (While three of the other professions — Entertainers, Traders and Pilots — earn XP to acquire more abilities, they don't level in the traditional sense. In particular, Entertainers and Traders never gain additional attribute stats. And you gain all Politician abilities when you become a Politician, and there is no XP to earn for that profession.)

This chart lists the XP cost to reach each new level. It also shows the resulting **Health**, **Action** and **Mind**, as well as the improved regeneration rate for each one (the rates are in points regained per second while out of combat; your regen rate is significantly slower while in combat). **Agility**, **Luck**, **Precision** and **Strength** are earned one point per level — your base stat in each of those attributes will always be the same as your level. You don't gain points in **Constitution** or **Stamina** as you level; these can only be improved through items or other buffs.

This table also lists the XP cost for each new level, the total XP you must acquire to reach each level, and at what level each new phase step takes place.

Lvl	XP for Next	Total XP	Phases	Health	HRegen	Action	ARegen	Mind	MRegen
1	100	100	1.1 (at 100 XP)	1000	40	300	20	300	10
2	500	600		1100	44	375	25	375	12
3	1,700	2,300		1200	48	450	30	450	15
4	3,800	6,100	1.2	1300	52	526	35	526	17
5	6,900	13,000		1400	56	601	40	601	20
6	11,000	24,000		1500	60	676	45	676	22
7	16,200	40,200	1.3	1600	64	751	50	751	25
8	22,600	62,800		1700	68	826	55	826	27
9	30,300	93,100		1800	72	901	59	901	30
10	39,400	132,500	1.4	1900	76	977	64	977	32
11	50,000	182,500		2000	80	1052	69	1052	35
12	62,200	244,700		2100	84	1127	74	1127	37
13	76,000	320,700		2200	88	1202	79	1202	40
14	91,500	412,200	1.5	2300	92	1277	84	1277	42
15	108,800	521,000		2400	96	1352	89	1352	45
16	128,000	649,000		2500	100	1427	94	1427	47
17	149,200	798,200		2600	104	1503	99	1503	50
18	172,500	970,700	1.6	2700	108	1578	104	1578	52
19	198,000	1,168,700		2800	112	1653	109	1653	55
20	225,800	1,394,500		2900	116	1728	114	1728	57
21	256,000	1,650,500		3000	120	1803	119	1803	59
22	288,700	1,939,200	2.1	3100	124	1878	124	1878	62
23	324,000	2,263,200		3200	128	1953	129	1953	64
24	362,000	2,625,200		3300	132	2029	134	2029	67
25	402,800	3,028,000		3400	136	2104	139	2104	69
26	446,500	3,474,500	2.2	3500	140	2179	144	2179	72
27	493,200	3,967,700		3600	144	2254	149	2254	74
28	543,000	4,510,700		3700	148	2329	154	2329	77
29	596,000	5,106,700		3800	152	2404	159	2404	79
30	652,300	5,758,300	2.3	3900	156	2480	164	2480	82
31	712,100	6,471,100		4000	160	2555	169	2555	84
32	775,500	7,246,600		4100	164	2630	174	2630	87
33	842,600	8,089,200		4200	168	2705	179	2705	89
34	913,600	9,002,800	2.4	4300	172	2780	183	2780	92
35	988,600	9,991,400		4400	176	2855	188	2855	94
36	1,067,800	11,059,200		4500	180	2930	193	2930	97
37	1,151,300	12,210,500		4600	184	3006	198	3006	99
38	1,239,300	13,449,800	2.5	4700	188	3081	203	3081	102
39	1,331,900	14,781,700		4800	192	3156	208	3156	104
40	1,429,300	16,211,000		4900	196	3231	213	3231	107
41	1,531,600	17,742,600		5000	200	3306	218	3306	109
42	1,639,000	19,381,600	2.6	5100	204	3381	223	3381	112
43	1,751,700	21,133,300		5200	208	3456	228	3456	114
44	1,869,900	23,003,200		5300	212	3532	233	3532	117
45	1,993,800	24,997,000		5400	216	3607	238	3607	119
46	2,123,600	27,120,600	3.1	5500	220	3682	243	3682	122
47	2,259,500	29,380,100		5600	224	3757	248	3757	124
48	2,401,700	31,781,800		5700	228	3832	253	3832	126
49	2,550,400	34,332,200		5800	232	3907	258	3907	129
50	2,705,800	37,038,000	3.2	5900	236	3983	263	3983	131

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Lvl	XP for Next	Total XP	Phases	Health	HRegen	Action	ARegen	Mind	MRegen
51	2,868,100	39,906,100		6000	240	4058	268	4058	134
52	3,037,600	42,943,700		6100	244	4133	273	4133	136
53	3,214,500	46,158,200		6200	248	4208	278	4208	139
54	3,399,000	49,557,200	3.3	6300	252	4283	283	4283	141
55	3,591,400	53,148,600		6400	256	4358	288	4358	144
56	3,792,000	56,940,600		6500	260	4433	293	4433	146
57	4,001,000	60,941,600		6600	264	4509	298	4509	149
58	4,218,700	65,160,300	3.4	6700	268	4584	303	4584	151
59	4,445,400	69,605,700		6800	272	4659	307	4659	154
60	4,681,400	74,287,100		6900	276	4734	312	4734	156
61	4,927,000	79,214,100		7000	280	4809	317	4809	159
62	5,182,500	84,396,600	3.5	7100	284	4884	322	4884	161
63	5,448,300	89,844,900		7200	288	4959	327	4959	164
64	5,724,700	95,569,600		7300	292	5035	332	5035	166
65	6,012,100	101,581,700		7400	296	5110	337	5110	169
66	6,310,800	107,892,500	3.6	7500	300	5185	342	5185	171
67	6,621,200	114,513,700		7600	304	5260	347	5260	174
68	6,943,700	121,457,400		7700	308	5335	352	5335	176
69	7,278,700	128,736,100		7800	312	5410	357	5410	179
70	7,626,600	136,362,700	4.1	7900	316	5486	362	5486	181
71	7,987,800	144,350,500		8000	320	5561	367	5561	184
72	8,362,800	152,713,300		8100	324	5636	372	5636	186
73	8,752,000	161,465,300		8200	328	5711	377	5711	188
74	9,155,900	170,621,200	4.2	8300	332	5786	382	5786	191
75	9,575,000	180,196,200		8400	336	5861	387	5861	193
76	10,009,800	190,206,000		8500	340	5936	392	5936	196
77	10,460,800	200,666,800		8600	344	6012	397	6012	198
78	10,928,500	211,595,300	4.3	8700	348	6087	402	6087	201
79	11,413,500	223,008,800		8800	352	6162	407	6162	203
80	11,916,400	234,925,200		8900	356	6237	412	6237	206
81	12,437,700	247,362,900		9000	360	6312	417	6312	208
82	12,978,100	260,341,000	4.4	9100	364	6387	422	6387	211
83	13,538,200	273,879,200		9200	368	6462	426	6462	213
84	14,118,600	287,997,800		9300	372	6538	432	6538	216
85	14,720,000	302,717,800		9400	376	6613	436	6613	218
86	15,343,100	318,060,900	4.5	9500	380	6689	441	6689	221
87	15,988,600	334,049,500		9600	384	6764	446	6764	223
88	16,657,200	350,706,700		9700	388	6840	451	6840	226
89	17,349,700	368,056,400		9800	392	6915	456	6915	228
90	18,066,900	386,123,300	4.6	9900	396	6991	461	6991	231

NOTE

All DOT (Damage Over Time) and HOT (Healing Over Time) effects occur every second, so "DOT (320 x 10s)" means that the ability inflicts 320 damage every second for 10 seconds. And since it kicks in for the first time right at the beginning, it actually triggers 11 times, rather than 10.

NOTE

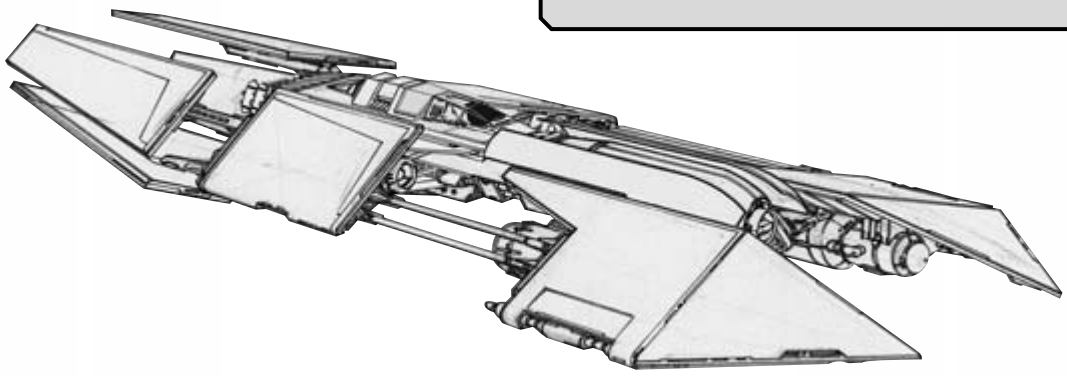
ARMOR MITIGATION

Armor is great protection in a fight, but it can slow you down, impair your weapon accuracy, and reduce your rate of fire. Mitigation abilities counter the negative effects of wearing armor. Each combat profession — other than Jedi — gradually learns how to reduce (mitigate) these negative effects for one type of armor (Assault, Battle or Reconnaissance).

ARMOR MOVEMENT MITIGATION X%
This ability counters the movement speed reduction by X%.

ARMOR ACCURACY MITIGATION X%
This ability counters the weapon accuracy reduction by X%.

ARMOR RATE OF FIRE MITIGATION X%
This ability counters the weapon speed reduction by X%.



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BOUNTY HUNTER

The Bounty Hunter performs several useful services. He eliminates annoyances and obstacles which may be impeding certain officials and businessmen in the performance of their duties, and he restores honor to persons of dignity who may have suffered an offense.

These services are accomplished, of course, primarily through the regrettable necessity of killing people. Oh sure, sometimes the Bounty Hunter will go to great lengths to "bring 'em back alive," if that's a condition of his contract … but normally, if given a choice between dead and alive, the Bounty Hunter considers "dead" to be safer and easier all around.

One hears stories about Bounty Hunters chasing their prey to the far edge of the galaxy and back. In general, however, Bounty Hunters are not detectives. They prefer commissions where at least a general location of is provided for the target. Once they're in the right neighborhood, they'll use their tracking droids to flush the target out of hiding, and then move in for the kill.

Of course, if things are slow the Bounty Hunter might make some random visits to the seedier part of town, just to see if they run across anybody with a price on their head. And there are always those who are willing to pass along a tip for a few credits. Squealing to the Imperial officials can get you into all sorts of trouble, but Bounty Hunters are all business.

Actually, the Empire kind of likes Bounty Hunters, and uses them frequently. A Bounty Hunter is often a great deal more efficient and subtle than a squad of Storm Troopers, and you only have to pay them if they succeed. The Rebellion may not care much for the Bounty Hunter's tactics, but Rebels are nothing if not pragmatic, and with the Rebellion chronically short on personnel and always needing to keep a low profile, sometimes a Bounty Hunter is just what a mission calls for (and of course, if a Bounty Hunter happens to be truly committed to the Rebel cause, the Rebellion will make full use of his or her talents).

In group combat, the Bounty Hunter offers a balance of offense, defense and crowd control. They make excellent pullers, using their abilities to isolate a target and bring it back to the group. Your area of effect potential is limited — concentrate your fire to protect the Commandos, Medics or whoever's in trouble at the moment.

Solo, the Bounty Hunter offers an excellent mix of talents. Make sure to make full use of your crowd control abilities to keep the enemy coming at a pace you can handle.

In the first phase of your career, you'll learn the basics of lethal, non-lethal and dirty fighting.

In Phase II you'll start to master your armor, gain your first self-healing abilities and your first trap.

In Phase III you'll start to pick up area-of-effect attacks, useful against groups of enemies.

In Phase IV you'll reach your full potential with all these abilities.

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Fundamentals (I)

BOUNTY HUNTER FUNDAMENTALS I

Basic combat is key to the career of any hit man. Even the most crude attack can be effective against inexperienced targets.

ABILITIES EARNED

- **Assault.** A high powered attack that causes extra damage.
  Attack | Single Target | 200 damage | 200 Action cost
- **Bounty Mission Difficulty +1.** You can undertake first tier missions.
- **Droid Precision +5**

BOUNTY HUNTER FUNDAMENTALS II

Learning your target's vulnerabilities can make a good hit man even better. By deliberately attacking the weak spot of your opponents, it becomes possible to defeat them more easily.

ABILITIES EARNED

- **Ambush.** A quick, high powered attack.
  Attack | Single Target | 375 damage | 375 Action cost
- **Droid Precision +5**
- **Droid Speed +2**

BOUNTY HUNTER FUNDAMENTALS III

A hit man can opt to disable a target before going in for the kill. This will keep the target from running away or escaping before it can be neutralized.

ABILITIES EARNED

- **Maim.** An attack that inflicts extra damage and lowers the target's movement speed.
  Attack | Single Target | 450 damage | 450 Action cost | Slow by 50%, 8 sec
- **Droid Precision +5**
- **Droid Speed +2**

BOUNTY HUNTER FUNDAMENTALS IV

Some targets will be stronger than others, so learning a variety of attacks is important.

ABILITIES EARNED

- **Relentless Assault.** High powered attack, causes high damage.
  Attack | Single Target | 601 damage | 601 Action cost
- **Bounty Check.** Check a potential target (before killing it) to see if there is a bounty on it. If so, killing the target will reap an added cash bonus. You can only get a bounty once an hour.
- **Droid Precision +5**
- **Droid Speed +3**

BOUNTY HUNTER FUNDAMENTALS V

A successful hit man knows to fight dirty when necessary. Exploiting an opponent's weaknesses is nothing to be ashamed of.

ABILITIES EARNED

- **Low Blow.** A quick, high powered attack that has a high chance to cause a critical hit.
  Attack | Single Target | 1100 damage | 1100 Action cost
- **Droid Precision +5**
- **Droid Speed +3**

BOUNTY HUNTER FUNDAMENTALS VI

Keeping your target from running is an essential skill that all hit men must learn before advancing in their careers.

ABILITIES EARNED

- **Mangle.** An attack that inflicts extra damage and lowers the target's movement speed.
  Attack | Single Target | 1000 damage | 1000 Action cost | Slow by 62%, 10 sec
- **Droid Precision +5**
- **Droid Speed +5**

Essentials (II)

BOUNTY HUNTER ESSENTIALS I

Learning to fight while wearing armor is important, so that the target doesn't take down the manhunter.

ABILITIES EARNED

- **Merciless Assault.** A high powered attack that causes extra damage.
  Attack | Single Target | 1200 damage | 1200 Action cost
- **Assault Armor Movement Mitigation 30%**
- **Assault Armor Accuracy Mitigation 20%**
- **Assault Armor Rate of Fire Mitigation 10%**
- **Droid Precision +10**
- **Droid Speed +5**
- **Tracking Droids +1**
- **Tracking Droid Effectiveness +25**
- **Droid Tracking Speed +25**

BOUNTY HUNTER ESSENTIALS II

By this time, the manhunter should have mastered the essential ability of disabling the target with his or her weapon of choice.

ABILITIES EARNED

- **Cripple.** An attack that inflicts extra damage and lowers the target's movement speed.
  Attack | Single Target | 1400 damage | 1400 Action cost | Slow by 75%, 12 sec
- **Droid Precision +10**
- **Droid Speed +5**

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BOUNTY HUNTER (CONT.)

BOUNTY HUNTER ESSENTIALS III
Keeping your weapons training and attack skills up to date are crucial.

ABILITIES EARNED

- **Unyielding Assault.** A high powered attack that causes extra damage.
  Attack | Single Target | 1600 damage | 1600 Action cost
- **Droid Precision +10**
- **Droid Speed +5**
- **Tracking Droids +1**

BOUNTY HUNTER ESSENTIALS IV
The manhunter should have at least some basic personal first aid training.

ABILITIES EARNED

- **Aid.** The Bounty Hunter may use first aid to recover some Health.
  Heal | Self | 1800 heal | 1800 Action cost
- **Droid Precision +10**
- **Droid Speed +5**
- **Tracking Droid Effectiveness +15**

BOUNTY HUNTER ESSENTIALS V
Sometimes it is more useful to throw snares and traps to disable your target than to use a weapon outright. The manhunter will learn the basic use of these devices.

ABILITIES EARNED

- **Mancatcher.** A trap that lowers the target's movement speed.
  Trap (3 sec delay) | Area (rad 10) | 2000 damage | 2000 Action cost | Slow by 50%, 10 sec
- **Droid Precision +10**
- **Droid Speed +5**
- **Tracking Droids +1**
- **Droid Tracking Speed +15**

BOUNTY HUNTER ESSENTIALS VI
Before advancing in their careers, most manhunters try to increase their fighting ability at least once more, to become as lethal in combat as possible.

ABILITIES EARNED

- **Onslaught.** A high powered attack that causes extra damage.
  Attack | Single Target | 2200 damage | 2200 Action cost
- **Droid Precision +10**
- **Droid Speed +5**

Expertise (III)

BOUNTY HUNTER EXPERTISE I
Often, assassins receive a contract against multiple targets. In these situations, it is important to learn attacks that are effective against several opponents. Also, many assassins find it easier to fight while wearing armor.

ABILITIES EARNED

- **Burn.** A powerful flame attack that envelops multiple opponents at once in a cone of fire.
  Attack | Cone (15 x 20°) | 2400 damage | 2400 Action cost
- **Assault Armor Movement Mitigation 40%**
- **Assault Armor Accuracy Mitigation 30%**
- **Assault Armor Rate of Fire Mitigation 20%**
- **Bounty Mission Difficulty +1**
- **Droid Precision +10**
- **Droid Speed +5**
- **Tracking Droids +1**
- **Tracking Droid Effectiveness +15**

BOUNTY HUNTER EXPERTISE II
In addition to deployed snares, assassins are trained to use traps that not only hinder targets, but also cause severe damage.

ABILITIES EARNED

- **Razor Wire.** An attack that lowers the target's movement speed while causing a bleeding wound.
  Trap (3 sec delay) | Area (rad 10) | 2600 damage | 2600 Action cost | DOT (260 x 10s); Slow by 50%, 10 sec
- **Droid Precision +10**

BOUNTY HUNTER EXPERTISE III
Skilled assassins never abandon their combat training, knowing exactly how valuable a critical attack can be.

ABILITIES EARNED

- **Relentless Onslaught.** A high powered attack that causes extra damage.
  Attack | Single Target | 2800 damage | 2800 Action cost
- **Droid Speed +10**
- **Tracking Droids +1**
- **Droid Tracking Speed +15**

BOUNTY HUNTER EXPERTISE IV
Many assassins opt to further their personal first aid training. This allows them to bind wounds and set broken bones when they are not inflicting wounds and breaking bones.

ABILITIES EARNED

- **Mend.** The Bounty Hunter may use first aid to recover some Health.
  Heal | Self | 3006 heal | 3006 Action cost
- **Tracking Droid Effectiveness +15**

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BOUNTY HUNTER EXPERTISE V
Through the course of his or her career, the assassin gains more experience handling and deploying new snare-type traps.

ABILITIES EARNED

- **Tangle Bomb.** A trap that lowers the target's movement speed.
  Trap (3 sec delay) | Area (rad 15) | 3200 damage | 3200 Action cost | Slow by 62%, 10 sec
- **Tracking Droids +1**

BOUNTY HUNTER EXPERTISE VI
Before advancing to the next phase of their profession, assassins will complete even more essential combat training.

ABILITIES EARNED

- **Merciless Onslaught.** A high powered attack that causes extra damage.
  Attack | Single Target | 3400 damage | 3400 Action cost
- **Droid Speed +10**

Mastery (IV)

BOUNTY HUNTER MASTERY I
Bounty Hunters learn to be proficient at fighting while wearing armor in order to protect them from dangerous targets.

ABILITIES EARNED

- **Spike Trap.** Attack that lowers the target's movement speed while causing a bleeding wound.
  Trap (3 sec delay) | Area (rad 15) | 3600 damage | 3600 Action cost | DOT (360 x 15s); Slow by 62%, 10 sec
- **Assault Armor Movement Mitigation 60%**
- **Assault Armor Accuracy Mitigation 40%**
- **Droid Precision +10**
- **Tracking Droids +1**
- **Tracking Droid Effectiveness +10**
- **Droid Tracking Speed +15**

BOUNTY HUNTER MASTERY II
As more contracts of these types come in, Bounty Hunters continue to train in combat techniques that are effective against multiple targets.

ABILITY EARNED

- **Scorch.** A powerful flame attack that envelops multiple opponents at once in a cone of fire.
  Attack | Cone (20 x 30°) | 3800 damage | 3800 Action cost

BOUNTY HUNTER MASTERY III
At this point in the Bounty Hunter's career, he or she has been trained to be as lethal as possible with the weapon of his or her choice.

ABILITIES EARNED

- **Unyielding Onslaught.** A high powered attack that causes extra damage.
  Attack | Single Target | 4000 damage | 4000 Action cost
- **Droid Speed +10**
- **Tracking Droids +1**

BOUNTY HUNTER MASTERY IV
Many Bounty Hunters learn to complement their first aid skills with medicines and chemical enhancements, allowing them to recover from serious injury more easily.

ABILITIES EARNED

- **Rejuvenate.** The Bounty Hunter may use first aid to recover some Health.
  Heal | Self | 4200 heal | 4200 Action cost
- **Tracking Droid Effectiveness +10**

BOUNTY HUNTER MASTERY V
The Bounty Hunter now is able to snare a fleeing target using and deploying the most effective kinds of traps.

ABILITIES EARNED

- **Web Bomb.** A trap that is used to lower the target's movement speed.
  Trap (3 sec delay) | Area (rad 20) | 4360 damage | 4360 Action cost | Slow by 75%, 12 sec
- **Tracking Droids +2**
- **Droid Tracking Speed +10**

MASTER BOUNTY HUNTER
At the pinnacle of his or her career, the Bounty Hunter is proficient with all types of hunting equipment, including the most dangerous types of lethal traps.

ABILITIES EARNED

- **Razor Net.** An attack that lowers the target's movement speed while causing a bleeding wound.
  Trap (3 sec delay) | Area (rad 20) | 4500 damage | 4500 Action cost | DOT (450 x 20s); Slow by 75%, 12 sec
- **Bounty Mission Difficulty +1**
- **Droid Precision +10**
- **Droid Speed +10**
- **Tracking Droids +2**
- **Tracking Droid Effectiveness +10**

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COMMANDO

There's always work for a good soldier. The Commando is a warrior, and you're all about putting the serious hurt on the enemy. You have lots of useful skills — armor, self-heals, non-lethal attacks and mines — but they're all pretty small potatoes compared to your real specialties, which are highly lethal long-range attacks, and serious area-of-effect damage.

As a Commando, you're plenty tough enough to take care of yourself, but your training is really geared to working as part of a unit. If you're a serious loner, look to some of the more versatile professions.

In solo action, remember that your specialty is offense, not defense. Try to hit 'em hard and take them out before they get to you. Crowd control is not your specialty, but making the most of what you have will definitely keep you alive longer. Be cautious about your AoE (area-of-effect) attacks; they can get you into big trouble if used unwisely. Mines are your friends when pulling.

In group combat, your job is to dish out the massive damage, preferably from a well-defended position. Remember that you are *not* a tank, and long range is your friend. Stay behind a Jedi, or work with a Bounty Hunter to immobilize foes who get inconveniently close. Your high-damage, long-range attacks are naturals for pulling, but be careful — you don't want to become the focus of aggro from a high-damage opponent that's tough enough to get close. For seriously nasty foes, let somebody else do the initial pulling, and then check in with some overwhelming damage when the time is right.

In the first phase, you learn basic ranged and area-of-effect attacks. You'll also pick up a couple of useful non-lethal attacks.

In Phase II your attacks become more deadly, and your defense begins to improve, as you start to master your armor, and begin to learn self-healing.

In Phase III you start to work with traps (mines), and learn a new non-lethal technique.

In Phase IV you reach your full potential in all these disciplines, culminating in the aptly named Excessive Force attack.

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Fundamentals (I)

COMMANDO FUNDAMENTALS I

Beginning with crude combat training, the basic trainee's first lesson is how to destroy things.

ABILITY EARNED

- **Demolition.** A high powered attack that causes extra damage.

  Attack | Single Target | 200 damage | 200 Action cost | Range 15

COMMANDO FUNDAMENTALS II

The grenade is an important component in the basic trainee's arsenal. Trainees will begin by learning to use the most simple of stun-type devices.

ABILITY EARNED

- **Stun Grenade.** A grenade used to temporarily stun the Commando's opponents.

  Trap (3 sec delay) | Area (rad 5) | 300 damage (Kin) | 300 Action cost | Range 15; Slow by 50%, 3 sec

COMMANDO FUNDAMENTALS III

Basic trainees learn to use their weapon of choice to unleash a barrage of attacks against multiple opponents.

ABILITY EARNED

- **Barrage.** An all-out attack on all targets in front of the Commando.

  Attack | Cone (15 x 15°) | 450 damage | 450 Action cost

COMMANDO FUNDAMENTALS IV

Utilizing more training, basic trainees can hone their attacks, making themselves more effective in combat.

ABILITY EARNED

- **Focused Fire.** A high powered attack that causes extra damage.

  Attack | Single Target | 600 damage | 600 Action cost

COMMANDO FUNDAMENTALS V

Basic trainees continue their training with stun-type grenades, learning to use a wider variety of more effective devices.

ABILITY EARNED

- **Flashbang Grenade.** A grenade used to temporarily stun the Commando's opponents.

  Trap (3 sec delay) | Area (rad 8) | 800 damage (Kin) | 800 Action cost | Range 15; Slow by 60%, 5 sec

COMMANDO FUNDAMENTALS VI

Combat trainees are trained in how to execute a series of attacks in a wide arc, in order to hit as many enemies as possible with the least amount of effort.

ABILITY EARNED

- **Sweeping Fire.** An all-out attack on all targets in front of the Commando.

  Attack | Cone (20 x 25°) | 1000 damage | 1000 Action cost

Essentials (II)

COMMANDO ESSENTIALS I

Further refinement of the Commando's combat techniques teaches them to cause greater destruction to enemies and their assets.

ABILITIES EARNED

- **Overcharged Shot.** A high powered attack that causes extra damage.

  Attack | Single Target | 1200 damage | 1200 Action cost

- **Assault Armor Movement Mitigation 30%**
- **Assault Armor Accuracy Mitigation 20%**
- **Assault Armor Rate of Fire Mitigation 10%**

COMMANDO ESSENTIALS II

Crafty use of explosive compounds grants the Commando the ability to not only damage his opponents, but also deny them the ability to fight back.

ABILITY EARNED

- **Concussion Grenade.** A grenade used to temporarily stun the Commando's opponents.

  Trap (3 sec delay) | Area (rad 12) | 1400 damage (Kin) | 1400 Action cost | Range 15; Slow by 70%, 8 sec

COMMANDO ESSENTIALS III

At this stage the Commando becomes more proficient in firing her weapon in rapid succession, laying down a cone of destruction in front of her.

ABILITY EARNED

- **Full Auto Area.** An all out attack on all targets in front of the Commando.

  Attack | Cone (25 x 35°) | 1600 damage | 1600 Action cost

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COMMANDO (CONT.)

COMMANDO ESSENTIALS IV
Discomfort won't kill the Commando, but slacking off on the field of battle will. The Commando learns to tough out greater wounds to continue serving his opponents a feast of pain.

ABILITY EARNED

- **Toughness.** The Commando draws on survival training to recover some Health.
  Heal | Self | 1800 heal | 1800 Action cost

COMMANDO ESSENTIALS V
A staple on the field of battle, the Commando becomes proficient with the basic explosive grenade.

ABILITY EARNED

- **Fragmentation Grenade.** A grenade that causes a significant amount of damage to all targets in the blast area.
  Trap (3 sec delay) | Area (rad 5) | 2000 damage (Kin) | 2000 Action cost | Range 15

COMMANDO ESSENTIALS VI
To round out this phase of training, the Commando gains better targeting abilities, increasing her damage potential with powerful directed damage.

ABILITY EARNED

- **Deadbang Shot.** A high powered attack that causes extra damage.
  Attack | Single Target | 2200 damage | 2200 Action cost

Expertise (III)

COMMANDO EXPERTISE I
At this stage, the Commando becomes more proficient at wearing the standard issue assault armor types. With the added benefit of more agile armor usage, the Commando is trained to place mines on the battlefield.

ABILITIES EARNED

- **E-Mag Mine.** A proximity detonation device that damages all targets in the blast area.
  Trap (2 sec delay) | Area (rad 15) | 900 damage (3 times) | 2400 Action cost
- **Assault Armor Movement Mitigation 40%**
- **Assault Armor Accuracy Mitigation 30%**
- **Assault Armor Rate of Fire Mitigation 20%**

COMMANDO EXPERTISE II
The Commando learns additional techniques to control enemy movement on the battlefield.

ABILITY EARNED

- **Cryoban Grenade.** A grenade that damages and freezes all targets in the blast area, slowing their movement speed.
  Trap (3 sec delay) | Area (rad 8) | 2600 damage (C) | 2600 Action cost | Range 15; Slow by 50%, 10 sec

COMMANDO EXPERTISE III
Powerful focused attacks are the key elements for this phase of the Commando training.

ABILITY EARNED

- **Overwhelming Shot.** A high powered attack that causes extra damage.
  Attack | Single Target | 2800 damage | 2800 Action cost

COMMANDO EXPERTISE IV
Drawing on battlefield medical techniques, the Commando becomes proficient with standard field medic techniques.

ABILITY EARNED

- **Field Medicine.** The Commando draws on survival training to recover some Health.
  Heal | Self | 3000 heal | 3000 Action cost

COMMANDO EXPERTISE V
At this phase of their training, Commandos learn how to wield the awesome molecule disrupting power of the thermal detonator.

ABILITY EARNED

- **Proton Grenade.** A grenade that causes a significant amount of damage to all targets in the blast area.
  Trap (3 sec delay) | Area (rad 8) | 3200 damage (H) | 3200 Action cost | Range 15

COMMANDO EXPERTISE VI
Here, the Commando learns to shoot her weapon in controlled bursts, causing increased, focused damage to her opponent.

ABILITY EARNED

- **Burst Shot.** A high powered attack that causes extra damage.
  Attack | Single Target | 3400 damage | 3400 Action cost

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Mastery (IV)

COMMANDO MASTERY I

At this stage, the Commando becomes more proficient in wearing the standard issue assault armor types. With the added benefit of more agile armor usage, the Commando is trained to place mines on the battlefield.

ABILITIES EARNED

- **Plasma Mine.** A proximity detonation device that damages all targets in the blast area

  Trap (1 sec delay) | Area (rad 20) | 900 damage (5 times) | 3600 Action cost

- **Assault Armor Movement Mitigation 60%**
- **Assault Armor Accuracy Mitigation 40%**

COMMANDO MASTERY II

At this stage, the Commando learns additional techniques to control enemy movement on the battlefield.

ABILITY EARNED

- **Glop Grenade.** A grenade that damages and coats all targets in an adhesive substance, slowing their movement speed.

  Trap (3 sec delay) | Area (rad 12) | 3800 damage (A) | 3800 Action cost | Range 15; Slow by 62%, 10 sec

COMMANDO MASTERY III

Powerful, focused attacks are the key elements for this phase of the Commando training.

ABILITY EARNED

- **Full Auto.** A high powered attack that causes extra damage.

  Attack | Single Target | 4000 damage | 4000 Action cost

COMMANDO MASTERY IV

Drawing on battlefield medical techniques, the Commando becomes proficient with minor Bacta healing.

ABILITY EARNED

- **Bacta Ampoule.** Self-contained bacta packets are used to recover Health.

  Heal | Self | 4200 heal | 4200 Action cost

COMMANDO MASTERY V

Setting things on fire is second nature to the Commando. At this phase of training, the Commando learns how to wield the awesome fire-setting power of the thermal detonator.

ABILITY EARNED

- **Thermal Detonator.** A grenade that causes a significant amount of damage to all targets in the blast area.

  Trap (3 sec delay) | Area (rad 12) | 4300 damage (H) | 4300 Action cost | Range 15

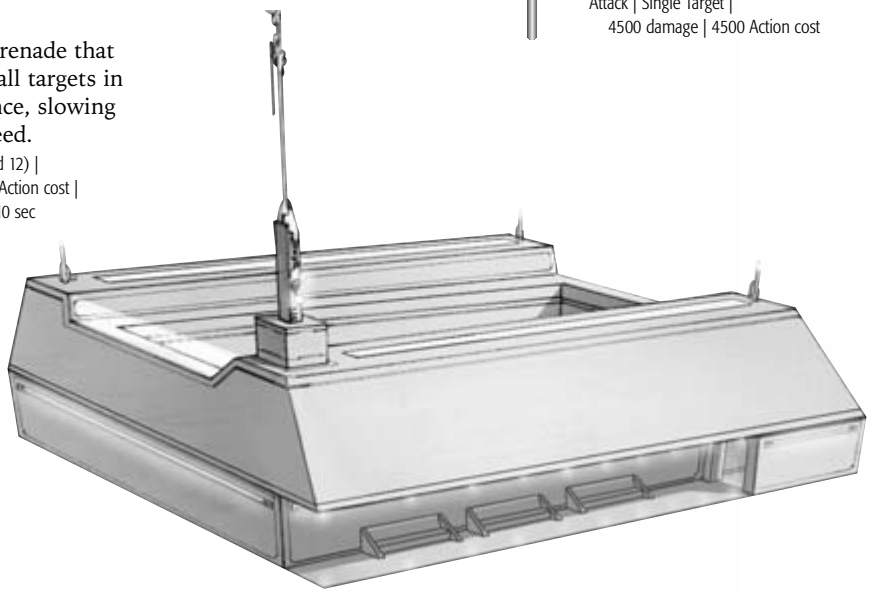
MASTER COMMANDO

When all else fails, use a bigger gun. Excessive force is one of the hallmarks of the Commando fighting style.

ABILITY EARNED

- **Excessive Force.** A high powered attack that causes extra damage.

  Attack | Single Target | 4500 damage | 4500 Action cost



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JEDI

The ancient Jedi Order is dead, but the Force lives on. And as long as there is life in the galaxy, there will be those who can tap into the Force and channel it. There are still a few such gifted persons who dare to study the ancient path of the Jedi. They practice the techniques of the Jedi arts, and they even make their own lightsabers. Some of them become formidable indeed. Of course, without the regulating influence of the Jedi order, many of them are drawn to the Dark Side. The dark Jedi is no longer the exclusive domain of the Sith.

As a Jedi, you represent the optimum balance of offensive and defensive power. Your inability to wear armor is more than made up for by your Force-based defenses. Your biggest drawbacks, tactically, are your extremely limited ranged combat potential and your lack of area-of-effect attacks. Basically, you have to take on the enemy one at a time, and face to face.

In solo hunting, your biggest challenge will be to avoid getting mobbed. One-on-one, you're probably more than a match for anything remotely near your level, but you'll need to exercise extreme caution in pulling targets away from groups. Your crowd control abilities are quite limited, but you'll have to make the most of them in order to survive.

In groups, you are the tank. Your function is to take all the aggro you can, to keep the bad guys off the Medic, the Officer and even the Commando (Commandos are tough, but they're at full efficiency only when working at range). Any damage you can dish out is great, but it's strictly secondary in importance to taking it. Yes, this means that your goal in group combat is exactly the opposite of your tactics solo. The difference is, in a group you'll potentially have a Medic focusing most of his attention on you, a Bounty Hunter keeping reinforcements under wraps, a Commando blasting the enemy back where he came from, etc. It's good to have friends.

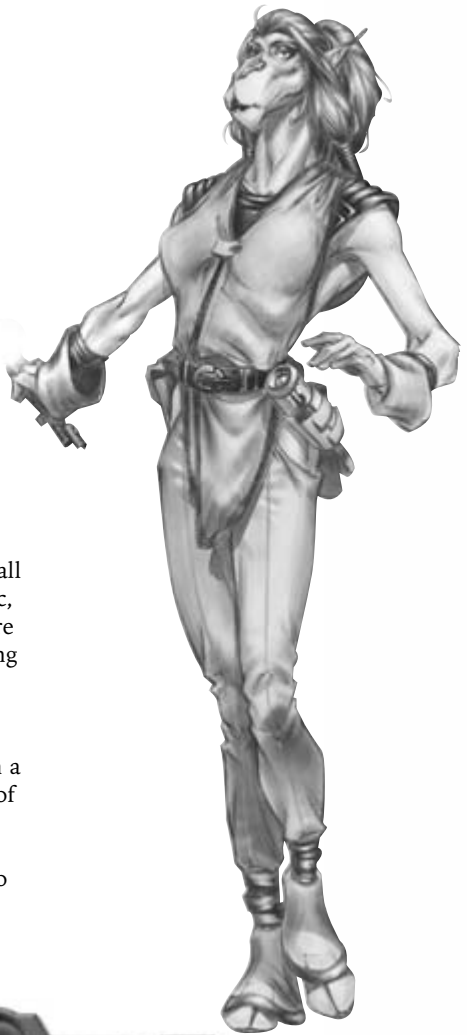
Jedi have the ability to craft their own lightsabers.

In the first phase, you learn to use the Force for basic offense and defense.

In Phase II you pick up basic healing, and your first crowd control abilities.

In Phase III your crowd control abilities advance dramatically.

In Phase IV your attacks and defenses reach their full potential.



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Fundamentals (I)

JEDI FUNDAMENTALS I

Understanding the basics of martial combat is the first lesson of the Jedi pupil. The student learns to focus on the enemy and execute a deliberate strike.

ABILITY EARNED

- **Focused Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 200 damage | 200 Action cost

JEDI FUNDAMENTALS II

The Jedi pupil learns the key principles of the Ataru fighting style, focusing on strength and agility.

ABILITIES EARNED

- **Ataru Focus.** An increase to damage of every attack while active.
  Buff | Self | +70 Offense | 300 Action cost | 30 sec
- **Polearm Force Throw.** You can repeatedly throw any polearm (up to 32 meters), converting it into a ranged attack. (See p. 334 for list of polearms.) Each throw costs 100 Action.

JEDI FUNDAMENTALS III

Proper defensive techniques are just as important as offensive techniques. Jedi students learn to maintain their focus and awareness during combat.

ABILITIES EARNED

- **Center of Being.** A decrease to damage taken from incoming attacks.
  Buff | Self | +70 Defense | 450 Action cost | 30 sec
- **One Handed Force Throw.** You can repeatedly throw any 1-handed sword (up to 32 meters), converting it into a ranged attack. (See p. 334 for list of 1-handed swords.) Each throw costs 100 Action.
- **Force Bolt.** Channel the Force into an electric bolt that rips through your opponent. Its damaging power also reduces its movement for a short time.
  Delay (1) | Single Target | 500 damage (EL) | 200 Action cost | Range 32 | Slow by 50%, 10 sec

JEDI FUNDAMENTALS IV

Building upon the foundation of centered combat, Jedi students learn to focus their concentration into a strong attack.

ABILITY EARNED

- **Centered Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 600 damage | 600 Action cost

JEDI FUNDAMENTALS V

Philosophies of the Makashi fighting style are introduced. The Jedi student learns how to make fluid motions and advances.

ABILITY EARNED

- **Makashi Focus.** An increase to damage of every attack while active.
  Buff | Self | +150 Offense | 800 Action cost | 35 sec

JEDI FUNDAMENTALS VI

The final lesson in this phase of the Jedi student's career involves instruction in the Shii-Cho fighting style, a simple form of combat created by Jedi Knights of the Old Republic.

ABILITIES EARNED

- **Shii-Cho Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 1000 damage | 1000 Action cost
- **Force Run.** Calling on the Force, you can run faster.
  Buff | Self | +50% movement speed | 300 Action cost | 10 sec

Essentials (II)

JEDI ESSENTIALS I

Using the Force for self-defense, the Jedi learns methods of manipulating the Living Force in order to make the combatant more resilient to attack.

ABILITIES EARNED

- **Force Hardening.** A decrease to damage taken from incoming attacks.
  Buff | Self | +220 Defense | 1200 Action cost | 35 sec
- **Two Handed Force Throw.** You can repeatedly throw any 2-handed sword (up to 32 meters), converting it into a ranged attack. (See p. 334 for list of 2-handed swords.) Each throw costs 100 Action.

JEDI ESSENTIALS II

The Jedi initiate learns to channel the power of the Physical Force for a more effective defense.

ABILITY EARNED

- **Force Aura.** A decrease to damage taken from incoming attacks.
  Buff | Self | +260 Defense | 1400 Action cost | 40 sec

JEDI ESSENTIALS III

Learn the basic tenets of the Vaapad fighting style — a more aggressive fighting style, focus is centered around strength and speed.

ABILITIES EARNED

- **Vaapad Focus.** Increase to damage of every attack while active.
  Buff | Single Target | +300 Offense | 1600 Action cost | 40 sec
- **Force Lightning.** Sends lightning coursing through your opponent causing the enemy's muscles to lock up, keeping it from fleeing.
  Delay (1) | Single Target | 1600 damage (EL) | 800 Action cost | Range 32 | Slow by 50% | 20 sec

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JEDI (CONT.)

JEDI ESSENTIALS IV
A calm mind is vital to the success of any sort of combat. The Jedi initiate learns the importance of relaxation and meditation techniques.

ABILITIES EARNED

- **Meditate.** The ability to focus your mind to cause a recharge in Health.
  Heal | Self | 1800 heal | 1800 Action cost
- **Saber Block.** If you are wielding a lightsaber, this totally blocks all incoming ranged attacks.
  Buff | Self | Total Defense (vs. ranged) | 1800 Action cost | 20 sec

JEDI ESSENTIALS V
Becoming locked with an opponent in martial combat is inevitable. It is important for the Jedi initiate to learn how to overpower and overcome the enemy in these situations.

ABILITIES EARNED

- **Grapple.** An attack that causes damage and reduces your target's movement speed.
  Attack | Single Target | 2000 damage | 2000 Action cost | Slow by 50%, 8 sec
- **Saber Throw.** You can repeatedly throw any lightsaber (up to 32 meters), converting it into a ranged attack. (See p. 334 for list of lightsabers.) Each throw costs 100 Action.
- **Lightsaber Assembly +20**
- **Lightsaber Experimentation +20**
- **Lightsaber Crafting Toolkit**
- **Schematics: First Generation Lightsaber**

JEDI ESSENTIALS VI
Before advancing to the next phase of training, the Jedi initiate must be trained in the use of the Niman fighting style. This is a generally balanced form of combat, borrowing several varied techniques from other fighting styles.

ABILITIES EARNED

- **Niman Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 2200 damage | 2200 Action cost
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

Expertise (III)

JEDI EXPERTISE I
Using proper fighting stances can make a big difference in combat effectiveness. By elaborating on the Shii-Cho fighting style, the Jedi adept can dodge and parry attacks more easily.

ABILITIES EARNED

- **Shii-Cho Stance.** A defense stance that increases the chance to block or dodge incoming attacks, providing a defense.
  Buff | Self | +460 Defense | 2400 Action cost | 40 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

JEDI EXPERTISE II
The Jedi adept learns to use the Force to stun a foe.

ABILITIES EARNED

- **Force Shock.** A critical attack that causes damage and reduces your target's movement rate.
  Attack | Single Target | 2900 damage | 2900 Action cost | Slow by 50%, 8 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

JEDI EXPERTISE III
The Jedi adept will learn more of the attack techniques of the Ataru fighting style.

ABILITIES EARNED

- **Ataru Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 2800 damage | 2800 Action cost
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**
- **Schematics: Second Generation Lightsaber**

JEDI EXPERTISE IV
The Jedi adept must understand how the Living Force affects all creatures, and should meditate on this regularly.

ABILITIES EARNED

- **Focus of Life.** Draws on the Force to heal.
  Heal | Self | 3000 heal | 3000 Action cost
- **Force Storm.** Sends multiple lightning strikes coursing through your opponent. Causes significant damage and keeps your enemy from fleeing.
  Delay (1) | Single Target | 3000 damage (EL) | 2000 Action cost | Range 32 | Slow by 50%, 40 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

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JEDI EXPERTISE V
The Jedi adept becomes more proficient at using the Force to overwhelm a foe in combat.

ABILITIES EARNED

- **Force Grapple.** An attack that causes damage and reduces your target's movement speed.
  Attack | Single Target | 3200 damage | 3200 Action cost | Slow by 62%, 10 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

JEDI EXPERTISE VI
It is required that the Jedi adept master the Makashi fighting style before proceeding with further studies. This allows the adept to make quick, fluid strikes on vulnerabilities left open by an enemy.

ABILITIES EARNED

- **Makashi Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 3400 damage | 3400 Action cost
- **Lightsaber Assembly +10**
- **Lightsaber Experimentation +10**

Mastery (IV)

JEDI MASTERY I
Upon further improvement to the Niman fighting style, the Jedi sword master is able to adopt even more defensive stances and maneuvers.

ABILITIES EARNED

- **Niman Stance.** A defense stance that increases the chance to block or dodge incoming attacks, providing a defense.
  Buff | Self | +700 Defense | 3600 Action cost | 40 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**
- **Schematics: Third Generation Lightsaber**

JEDI MASTERY II
Although not widely taught, the Jedi sword master can use certain techniques of the Force to effectively disable an opponent. While it can be dangerous, it is certainly an effective strategy.

ABILITIES EARNED

- **Force Choke.** An attack that causes damage and reduces the target's movement speed.
  Attack | Single Target | 3800 damage | 3800 Action cost | Slow by 75%, 15 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

JEDI MASTERY III
The Jedi sword master will learn the Djem So fighting style. This style focuses only on offensive techniques and has no defensive qualities.

ABILITIES EARNED

- **Djem So Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 4000 damage | 4000 Action cost
- **Lightsaber Assembly +10**
- **Lightsaber Experimentation +10**
- **Schematics: Fourth Generation Lightsaber**

JEDI MASTERY IV
The Jedi sword master has learned to commune with the Living Force, and is able to harness its power for regenerative purposes.

ABILITIES EARNED

- **Force Regeneration.** This ability allows Jedis to draw on the Force to heal themselves.
  Heal | Self | 4200 heal | 4200 Action cost
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

JEDI MASTERY V
The defensive benefits of the Soresu fighting style emphasize quick reflexes and fast, agile movement. This is one of the most important techniques for the Jedi sword master to learn.

ABILITIES EARNED

- **Soresu Stance.** A defense stance that increases the chance to block or dodge incoming attacks.
  Buff | Self | +900 Defense | 4360 Action cost | 40 sec
- **Force Maelstrom.** This surge of Force power shreds your opponent's Central Nervous System, causing tremendous damage and halting its ability to escape your vengeance.
  Delay (1) | Single Target | 3900 damage (EL) | 3000 Action cost | Range 32 | Slow by 50%, 45 sec
- **Lightsaber Assembly +5**
- **Lightsaber Experimentation +5**

JEDI
Before completing the final lesson, the Jedi sword master must fully learn the attack techniques of the Vaapad fighting style. A sword master trained to use these quick and powerful strikes is certainly someone to be reckoned with.

ABILITIES EARNED

- **Vaapad Strike.** A high powered attack that deals extra damage.
  Attack | Single Target | 4500 damage | 4500 Action cost
- **Lightsaber Assembly +10**
- **Lightsaber Experimentation +10**

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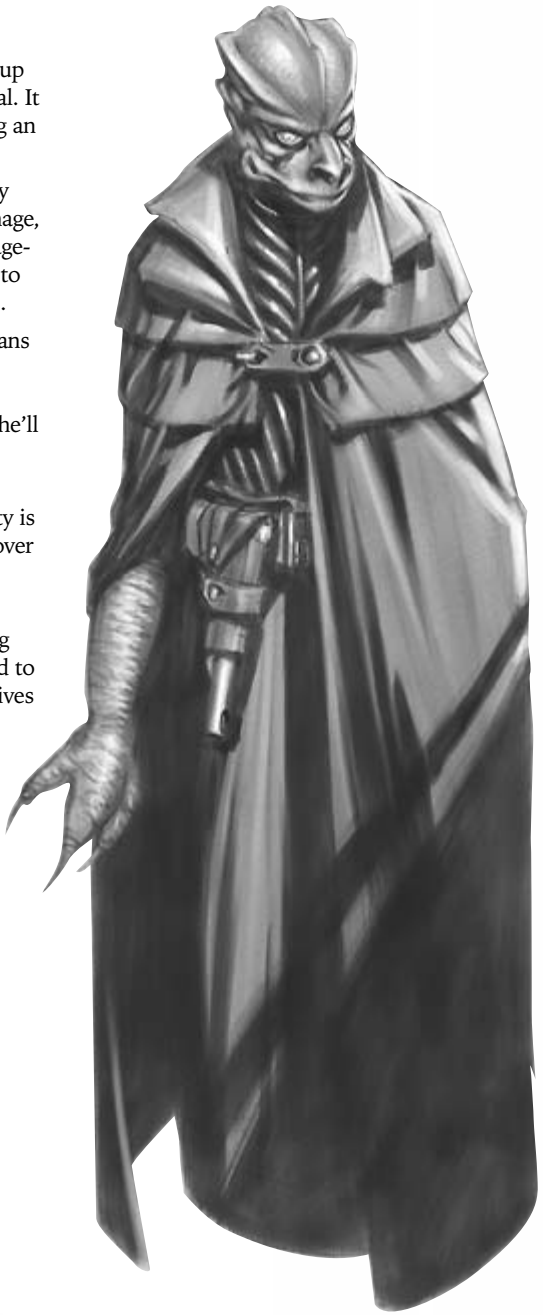
MEDIC



A combat Medic is a true treasure — one that must be cherished and protected. The presence of a Medic in a group can make a huge difference in the group's combat potential. It can safely be said that no other profession can make as big an impact on a group's survivability with a single character.

There is, of course, a downside — Medics have remarkably little solo potential. Yes, they can do some significant damage, but much of their damage is of the combat-support, damage-over-time variety. Do not become a Medic unless you like to make friends, this is absolutely not a Profession for loners.

Your instant heals are all of the area-effect variety, which means you don't have to monitor the entire party to see who's in the most trouble at the moment. For the purposes of timing your heals, key on the Jedi. If the party has all its ducks in the row, he'll be the one taking the most damage, most often.

While some of your one-on-one attacks are impressive, they should be your least used abilities. In combat, your first priority is to keep the others healed, and your second is to provide the cover of a good selection of area-of-effect, damage-over-time attacks.

Many of your heals have a defined radius, so remind your comrades to stay close to you in combat. Always avoid drawing aggro, and try to leave yourself an escape route. Don't be afraid to bug out if the combat is going against your group — your Revives can be a major time saver for the group, particularly in instanced missions, but only if you survive the attack yourself.

In the first phase you pick up your basic group heals, attacks and damage over time attacks.

In Phase II you add healing over time and area effect attacks to your repertoire. You also gain the ability to revive a clinically dead PC.

In Phase III you gain the ability to buff health.

In Phase IV you (finally!) gain the game's most powerful self heal, and the ability to revive fallen groups.

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Fundamentals (I)

MEDIC FUNDAMENTALS I

Bacta is the Medic's best friend in a combat situation. Even a basic knowledge of its capabilities allows a Medic to use it to heal the Medic and all allies in a small area.

ABILITY EARNED

- **Bacta Haze.** A spray of bacta that heals all friendly targets in the area.
  Heal | Area (rad 15) | 300 heal | 300 Action cost

MEDIC FUNDAMENTALS II

Using some knowledge of biology, the Medic is able to target specific anatomical points in an enemy to cause it great harm.

ABILITY EARNED

- **Target Anatomy.** The Medic uses their extensive medical knowledge to strike their opponent in a vital spot with an attack.
  Attack | Single Target | 200 damage | 200 Action cost

MEDIC FUNDAMENTALS III

The Medic can make use of their knowledge of diseases to infect their opponents with a small amount of damaging bacteria for a short period of time.

ABILITY EARNED

- **Infect.** The Medic inflicts a deadly disease on the target.
  Attack | Single Target | 450 damage | 450 Action cost | DOT (45 x 10s)

MEDIC FUNDAMENTALS IV

More effective use of bacta vapor allows the Medic to heal more damage in a small area.

ABILITIES EARNED

- **Bacta Cloud.** A spray of bacta that heals all friendly targets in the area.
  Heal | Area (rad 20) | 600 heal | 600 Action cost
- **Resuscitate Player.** This very powerful command enables you to revive a dead player, bypassing the need to clone. Resuscitated players return at 10% Health.
  Revive | Single Target | | 750 Action cost | Range 5

MEDIC FUNDAMENTALS V

For better protection in the field, Medics can now strike and damage an opponent effectively.

ABILITY EARNED

- **Lacerate.** The Medic uses their extensive medical knowledge to strike their opponent in a vital spot with an attack.
  Attack | Single Target | 800 damage | 800 Action cost

MEDIC FUNDAMENTALS VI

Medics continue their combat training, and at this point should be able to use their medical knowledge to efficiently wound their opponent.

ABILITY EARNED

- **Hemorrhage.** The Medic uses extensive medical knowledge to strike an opponent in a vital spot.
  Attack | Single Target | 1000 damage | 1000 Action cost

Essentials (II)

MEDIC ESSENTIALS I

At this point in the Medic's training, a more vicious strain of disease may be used effectively against an enemy. This disease damages the target over time until the body's defenses overcome it.

ABILITIES EARNED

- **Malady.** The Medic inflicts a deadly disease on the target.
  Attack | Single Target | 1200 damage | 1200 Action cost | DOT (120 x 15s)
- **Reconnaissance Armor Movement Mitigation 10%**
- **Reconnaissance Armor Accuracy Mitigation 10%**
- **Reconnaissance Armor Rate of Fire Mitigation 30%**

MEDIC ESSENTIALS II

The worst of the single-target diseases strikes at one of the body's most vulnerable spots: the brain. While it does not cause seizures or dizziness, it is the most difficult to fight off, and causes a high amount of damage to the target while active.

ABILITIES EARNED

- **Neurotoxin.** The Medic launches a chemical attack on the target's nervous system.
  Attack | Single Target | 1400 damage | 1400 Action cost | DOT (140 x 20s)
- **Place Hospital.** This gives you the ability to place and run your own Hospital. Hospitals must be placed within a player city.

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MEDIC (CONT.)

MEDIC ESSENTIALS III
As the Medic's experience with bacta increases, the Medic is better able to use it to heal allies in a small area.

ABILITY EARNED

- **Bacta Spread.** A spray of bacta that heals all friendly targets in the area.

  Heal | Area (rad 25) | 1600 heal | 1600 Action cost

MEDIC ESSENTIALS IV
Bacta may be used to allow its healing properties to slowly enter the body, healing the Medic or ally slowly over time, rather than in one shot. Until one is used to using bacta in this way, only the drip method may be used, so the Medic does not cause an overdose.

ABILITY EARNED

- **Bacta Drip.** A dose of Bacta that heals a target over time.

  Heal | Single Target | 1800 heal | 1800 Action cost | HOT (180 x 30s); Range 8

MEDIC ESSENTIALS V
The Medic may use toxic gases to cause damage to enemies within the gaseous haze. The most common form is nerve gas, which causes moderate damage to enemies within the cloud. The Medic's allies are immune to the effect of the gas.

ABILITIES EARNED

- **Nerve Gas Canister.** A chemical charge that causes damage to the nervous systems of all targets in the area.

  Trap (1 sec delay) | Area (rad 10) | 750 damage | 2000 Action cost | DOT (200 x 10s)

- **Revive Player.** This very powerful command enables you to revive a dead player, bypassing the need to clone. Revived players come back at 33% Health.

  Revive | Single Target | | 2200 Action cost | Range 5

MEDIC ESSENTIALS VI
As the Medic's knowledge of biology increases, the Medic may strike an enemy's vital organs to cause serious damage to an enemy. This uses the same skills as other anatomical attacks, such as Lacerate and Hemorrhage, and requires the same recovery period.

ABILITY EARNED

- **Vital Strike.** The Medic uses extensive medical knowledge to strike an opponent in a vital spot.

  Attack | Single Target | 2200 damage | 2200 Action cost

Expertise (III)

MEDIC EXPERTISE I
The Medic may use a special combination of nutrients to increase the overall maximum Health of a friendly target. This elixir wears out after some time.

ABILITIES EARNED

- **Nutrient Injection.** A dose of nutrients that increase the target's Health for a time.

  Buff | Single Target | +80 Constitution | 2400 Action cost | Range 8; 10 min

- **Reconnaissance Armor Movement Mitigation 20%**
- **Reconnaissance Armor Accuracy Mitigation 30%**
- **Reconnaissance Armor Rate of Fire Mitigation 40%**

MEDIC EXPERTISE II
Once the Medic is comfortable with the most common nerve gasses, the Medic may now use a more effective combination of caustic chemicals. The cloud that this emits causes more damage to enemies within its range than nerve gas does. It is prudent to only use one type of damaging gas at once.

ABILITY EARNED

- **Baleful Miasma.** A charge that produces a corrosive cloud, damaging all targets in its area.

  Delay (1) | Area (rad 15) | 750 damage | 2600 Action cost | DOT (260 x 15s)

MEDIC EXPERTISE III
As the Medic's knowledge of biology increases, the Medic may strike a blow to an enemy that causes a tremendous amount of damage to one vulnerable spot. Only one anatomical strike may be used at a time.

ABILITY EARNED

- **System Shock.** The Medic uses extensive medical knowledge to strike an opponent in a vital spot.

  Attack | Single Target | 2800 damage | 2800 Action cost

MEDIC EXPERTISE IV
As a Medic's experience with bacta increases, that Medic may use bacta in a diffuser to heal allies of a great amount of damage in an area.

ABILITY EARNED

- **Bacta Diffusion.** A spray of bacta that heals all friendly targets in the area.

  Heal | Area (rad 25) | 3000 heal | 3000 Action cost

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MEDIC EXPERTISE V

Much like a bacta drip, bacta may be injected into a patient's fatty tissue to heal them of damage over time. This heals more damage than a bacta drip, but has the same recovery time.

ABILITY EARNED

- **Bacta Injection.** A dose of Bacta that heals a target over time.
  Heal | Single Target | 3200 heal | 3200 Action cost | HOT (320 x 30s); Range 8

MEDIC EXPERTISE VI

Those who can heal can also harm. This training allows a Medic to target an enemy with deadly precision and an amazing damage capability. Only one anatomical strike may be used at a time.

ABILITY EARNED

- **Malevolent Insight.** The Medic uses extensive medical knowledge to strike an opponent in a vital spot.
  Attack | Single Target | 3400 damage | 3400 Action cost

Mastery (IV)

MEDIC MASTERY I

Compressed bacta that is released in a concentrated spray heals the Medic and nearby allies with such effectiveness that many military companies would not be in the field without their most trusted doctor.

ABILITIES EARNED

- **Bacta Infusion.** A dose of Bacta that heals a target over time.
  Heal | Single Target | 3600 heal | 3600 Action cost | HOT (360 x 30s); Range 8
- **Reconnaissance Armor Accuracy Mitigation 40%**
- **Reconnaissance Armor Rate of Fire Mitigation 60%**

MEDIC MASTERY II

Trauger Gas may be the most deadly gas known. Only the strongest enemies can survive for more than a few moments within its deadly grasp.

ABILITIES EARNED

- **Trauger Gas Canister.** An aerosol dispersal charge, that leaves behind a corrosive gas cloud that becomes highly poisonous when evaporated.
  Trap (2 sec delay) | Area (rad 20) | 850 damage (5 times) | 3800 Action cost | DOT (380 x 20s)
- **Area Revive.** This very powerful command enables you to revive all dead players in an area, bypassing the need to clone. Revived players return with 33% Health.
  Revive | Area (rad 64) | | 4000 Action cost | Range 5

MEDIC MASTERY III

Although bacta may be common, only a true genius uses the stuff so effectively that it seems almost mystical. Bacta Aura is among the most effective area heals that a Medic has.

ABILITY EARNED

- **Bacta Spray.** A spray of bacta that heals all friendly targets in the area.
  Heal | Area (rad 25) | 4000 heal | 4000 Action cost

MEDIC MASTERY IV

A quick jab of bacta fluid can often heal a Medic from the brink of death. While effective, this triggering mechanism only works on the Medic that administers it.

ABILITY EARNED

- **Bacta Jab.** An emergency application of Bacta to heal the Medic's wounds.
  Heal | Self | 4200 heal | 4200 Action cost

MEDIC MASTERY V

Veteran Medics know anatomy so well that only the strongest of enemies can withstand them. This most powerful attack shreds the insides of its target, causing trauma unlike most beings have ever seen.

ABILITY EARNED

- **Lifetaker.** The Medic uses extensive medical knowledge to strike an opponent in a vital spot.
  Attack | Single Target | 4360 damage | 4360 Action cost

MASTER MEDIC

When a patient needs a critical injection of Health, a solid infusion of bacta will heal a tremendous amount of damage over a period of time. This must be done only by a highly experienced Medic. Only one with experience and precision can infuse the maximum amount of bacta that a patient can tolerate before collapsing from an overdose. This ability has the same recovery time as Bacta Drip and Bacta Injection.

ABILITY EARNED

- **Bacta Aura.** A spray of bacta that heals all friendly targets in the area.
  Heal | Area (rad 25) | 4500 heal | 4500 Action cost

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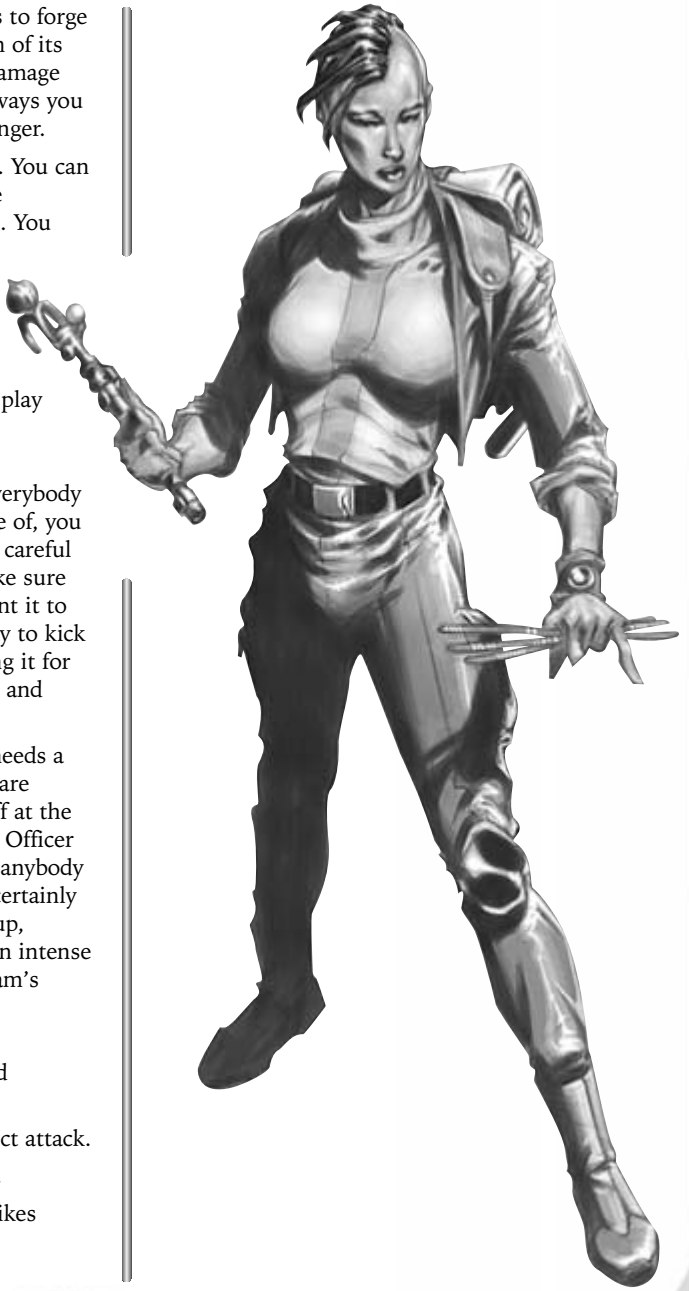
OFFICER

An Officer is a trained leader whose goal is to forge a unit into something greater than the sum of its parts. Although as an Officer your direct damage potential is limited, your value lies in the ways you will make everybody else in the group stronger.

The unique province of the Officer is buffs. You can buff your own group's defense and damage potential, and debuff the enemy's defenses. You also get the ability to call down artillery strikes — powerful area-of-effect attacks — on the enemy.



Although the Officer has decent offensive and defensive potential in his own right, in some ways he's even more tied down to group play than the Medic. An Officer without a group is literally only operating at half his potential.

In combat your first responsibility is to keep everybody fully buffed, all the time. Once that's taken care of, you can lay down a little area-of-effect mayhem. Be careful with your AoE (area-of-effect) attacks, and make sure that they don't send aggro where you don't want it to go. An artillery strike may seem like a great way to kick off a battle, but you're probably better off saving it for later, after the enemy has been divided up a bit and most of the enemy is already committed.

Finally, particularly at high levels, every party needs a strong leader to make sure everybody's efforts are coordinated and nobody's cutting the others off at the knees. There's nothing in the mechanics of the Officer profession that makes you a better leader than anybody else, but from a roleplaying perspective that's certainly a natural function. If you like working in a group, helping others master the game and engaging in intense high-level combat at the upper edge of your team's potential, then definitely consider the Officer profession.

In the first phase you get your basic attacks and defensive buffs and debuffs.

In Phase II you add a self heal, and an area-effect attack.

In Phase III you get to call in an artillery strike.

In Phase IV your damage buffs and artillery strikes become truly fearsome.

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Fundamentals (I)

OFFICER FUNDAMENTALS I

The first lesson any ensign must learn is the basics of combat. Fighting alongside enlisted men can be a good morale booster.

ABILITY EARNED

- **Sure Shot.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 200 damage | 200 Action cost

OFFICER FUNDAMENTALS II

Ensigns should learn to effectively place a shot on an opponent's vulnerable area. Many times this will help make a strong enemy a little weaker.

ABILITY EARNED

- **Called Shot.** A command directing your group's fire at a single target, lowering the target's defenses.
  Attack/Debuff | Single Target | 300 damage | 300 Action cost | Defense -70, 10 sec

OFFICER FUNDAMENTALS III

Learning some basic tactical maneuvers is important, since it can help boost a weak defense against strong opponents.

ABILITY EARNED

- **Tactics.** Decisive battlefield commands that improve your leadership.
  Buff | Self | +70 Defense | 450 Action cost | 30 sec

OFFICER FUNDAMENTALS IV

Ensigns should never abandon their combat training, since steady aim at the head of any squadron is sure to inspire the troops.

ABILITY EARNED

- **Take Aim.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 600 damage | 600 Action cost

OFFICER FUNDAMENTALS V

The cool head of a combat-trained ensign can help give his or her men an advantage in combat by disabling enemies.

ABILITY EARNED

- **Fix Target.** A command directing group's fire at a single target, lowering the target's defenses.
  Attack/Debuff | Single Target | 800 damage | 800 Action cost | Defense -140, 15 sec

OFFICER FUNDAMENTALS VI

The ensign should always be studying new tactical maneuvers in order to give his or her teammates the best advantage possible.

ABILITIES EARNED

- **Field Maneuvers.** Decisive battlefield commands that provide you with bonus defenses.
  Buff | Self | +180 Defense | 1000 Action cost | 35 sec
- **Supply Drop.** Calls in a supply transport to drop off a crate of supplies: Fragmentation Grenades (5), Stimpacks (6), two stacks of food items (giving various buffs).
  450 Action cost

Essentials (II)

OFFICER ESSENTIALS I

The Officer must remain cool and calm at all times, even in the heat of the battlefield.

ABILITIES EARNED

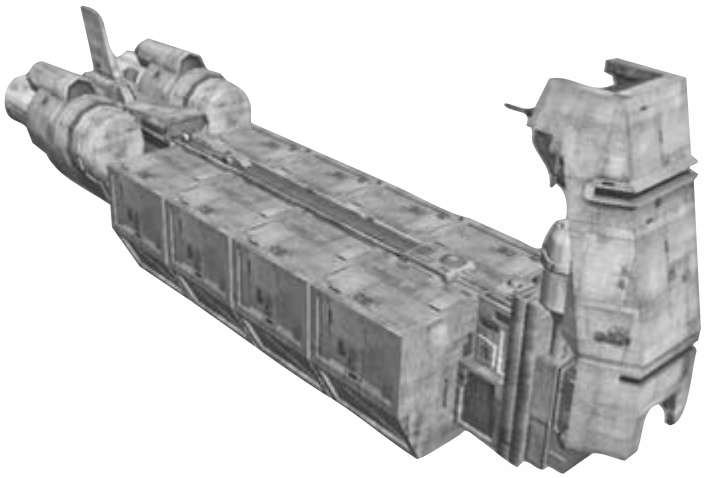
- **Steady Fire.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 1200 damage | 1200 Action cost
- **Battle Armor Movement Mitigation 20%**
- **Battle Armor Accuracy Mitigation 20%**
- **Battle Armor Rate of Fire Mitigation 20%**

OFFICER ESSENTIALS II

Clever battlefield strategy helps the Officer learn how to avoid being targeted.

ABILITY EARNED

- **Stratagem.** Decisive battlefield commands that provide you with bonus defenses.
  Buff | Self | +250 Defense | 1400 Action cost | 40 sec



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OFFICER (CONT.)

OFFICER ESSENTIALS III

By calling out targets on the battlefield, the Officer ensures their timely destruction.

ABILITY EARNED

- **Paint Target.** A command directing your group's fire at a single target, lowering the target's defenses.

  Attack/Debuff | Single Target | 1600 damage | 1600 Action cost | Defense -300, 20 sec

OFFICER ESSENTIALS IV

As a leader, the Officer can't afford to slack off on the field. Endurance training helps him to overcome wounds and injuries.

ABILITY EARNED

- **Endurance Training.** The Officer draws on their combat training to heal some wounds.

  Heal | Self | 1800 heal | 1800 Action cost

OFFICER ESSENTIALS V

At this stage, the Officer learns to deploy powerful incineration bombs.

ABILITY EARNED

- **Thermal Bomb.** A high explosive charge that causes burning damage.

  Trap (3 sec delay) | Area (rad 10) | 2000 damage | 2000 Action cost | DOT (200 x 10s)

OFFICER ESSENTIALS VI

Offense is the best defense. This phase of training further educates the Officer in direct damage attacks.

ABILITY EARNED

- **Direct Fire.** An attack taken with heightened accuracy to increase damage.

  Attack | Single Target | 2200 damage | 2200 Action cost

Expertise (III)

OFFICER EXPERTISE I

An Officer's greatest strength is in the troops they command. Calling in artillery fire can quickly turn the tide of battle.

ABILITIES EARNED

- **Artillery Strike.** You call in an attack from emplacement guns to a specified area.

  Trap (3 sec delay) | Area (rad 10) | 1300 damage (2 times) | 2400 Action cost

- **Battle Armor Movement Mitigation 30%**
- **Battle Armor Accuracy Mitigation 30%**
- **Battle Armor Rate of Fire Mitigation 30%**

OFFICER EXPERTISE II

Issued only to Officers, the white phosphorous grenade causes havoc on the battlefield and must be used with great care.

ABILITY EARNED

- **White Phosphorous Grenade.** The cloud emitted by a bursting WP grenade causes burning damage to all targets in the area, as well as lingering Health damage as the inhaled gas continues to damage the afflicted respiratory system.

  Trap (3 sec delay) | Area (rad 15) | 2600 damage | 2600 Action cost | DOT (260 x 15s)

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OFFICER EXPERTISE III
Learning to concentrate your fire at a specific target will increase your effectiveness.

ABILITY EARNED

- **Concentrated Fire.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 2800 damage | 2800 Action cost

OFFICER EXPERTISE IV
Dire times breed heroes. Officers who sacrifice themselves to save their comrades will always be remembered.

ABILITY EARNED

- **Blaze of Glory.** The Officer pushes above and beyond physical limitations, curing some wounds.
  Heal | Self | 3000 heal | 3000 Action cost

OFFICER EXPERTISE V
Expertise and rank give you access to new equipment — the Deuterium Bomb is a potent new weapon in your arsenal.

ABILITY EARNED

- **Deuterium Bomb.** A high explosive charge that causes burning damage.
  Trap (3 sec delay) | Area (rad 15) | 3200 damage | 3200 Action cost | DOT (320 x 15s)

OFFICER EXPERTISE VI
Indirect fire can surprise an opponent, doing more damage than a direct assault. Proper use of your Volley Fire tactics will be devastating.

ABILITY EARNED

- **Volley Fire.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 3400 damage | 3400 Action cost

Mastery (IV)

OFFICER MASTERY I
More potent artillery weaponry is now available for your command. Calling in a Hailfire strike will destroy most lesser opponents.

ABILITIES EARNED

- **Hailfire.** You call in an attack from a multiple launch rocket emplacement to a specified area.
  Trap (2 sec delay) | Area (rad 15) | 3600 damage | 3600 Action cost
- **Battle Armor Movement Mitigation 40%**
- **Battle Armor Accuracy Mitigation 40%**
- **Battle Armor Rate of Fire Mitigation 40%**

OFFICER MASTERY II
A new high explosive charge is now available for your requisition.

ABILITY EARNED

- **Core Bomb.** A high explosive charge that causes burning damage.
  Trap (3 sec delay) | Area (rad 20) | 3800 damage | 3800 Action cost | DOT (380 x 20s)

OFFICER MASTERY III
Sniping tactics are very effective when stealth and a quick retreat are needed.

ABILITY EARNED

- **Sniper Shot.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 4000 damage | 4000 Action cost

OFFICER MASTERY VI
Your vast expertise has taught you to carefully maintain your reserves, allowing you a second chance in situations where opponents may have thought you finished.

ABILITY EARNED

- **Second Chance.** The Officer heals a significant amount of health to return to the battle quickly.
  Heal | Self | 4200 heal | 4200 Action cost

OFFICER MASTERY V
You have achieved the authority to request support from orbital installations.

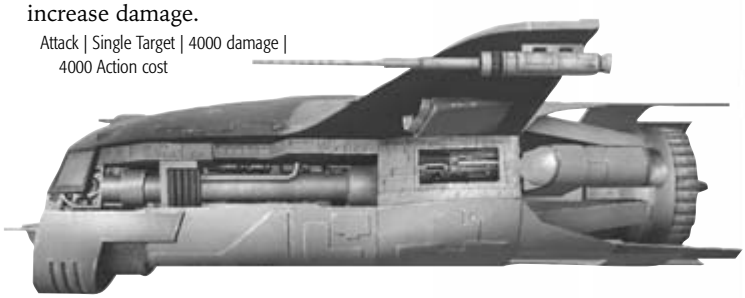
ABILITY EARNED

- **Orbital Strike.** You call in an attack from an orbiting ship to a specified area.
  Trap (5 sec delay) | Area (rad 20) | 4360 damage | 4360 Action cost

MASTER OFFICER
You have perfected your sniping tactics, and can hit targets with a precision others can only dream of.

ABILITY EARNED

- **Deadeye Shot.** An attack taken with heightened accuracy to increase damage.
  Attack | Single Target | 4500 damage | 4500 Action cost



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SMUGGLER

It takes a special breed to survive on the edge of the law. The authorities see you as a menace, while organized crime regards you as a very disposable commodity. To survive as a Smuggler you have to be quick, alert and, most of all, versatile.

The Smuggler is the ultimate generalist. You have to be able to do a little bit of everything. Targeted and area-of-effect attacks, slows, traps, even a single-player buff are all in your arsenal. Versatility is your strength, and you have to need to have the creativity to make full use of everything you can do. If you prefer to do the same thing in all situations, or you want to be the absolute most awesome at something specific, think about becoming a Commando or Jedi.

One of your most unique abilities is Fence Items, which allows you to get the full benefit of those miscellaneous items you find lying around, without having to abandon profitable stuff or interrupt a long mission to go and sell.

Smugglers are loners by nature, and as a Smuggler you have excellent solo potential. Sure, there are other professions that can deal out more damage one-on-one, but the Smuggler is a complete survival package, combining offense, defense and crowd control. If you choose to be a Smuggler, definitely plan on logging some serious solo time.

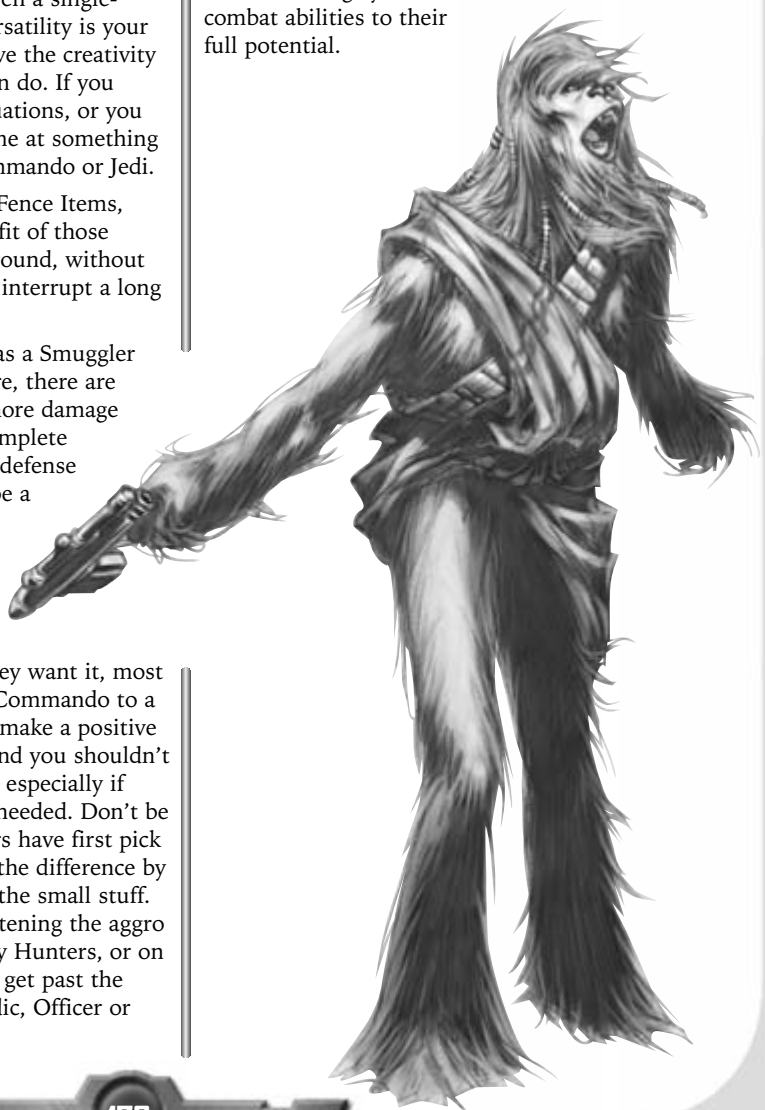
Groups, on the other hand, generally prefer specialists to generalists. Truth be told, if they could have everything exactly how they want it, most groups would prefer another Jedi or Commando to a Smuggler. However, you'll be able to make a positive contribution to any group you join, and you shouldn't find teaming up an impossible chore, especially if you're willing to fill in where you're needed. Don't be greedy about the loot … let the others have first pick of the high-value stuff, and make up the difference by systematically collecting and fencing the small stuff. In group combat, concentrate on lightening the aggro load on the front-line Jedi and Bounty Hunters, or on mopping up breakaway enemies who get past the front line fighters to go after the Medic, Officer or Commando.

In the first phase you get basic single-target and area-of-effect attacks, crowd control abilities, plus a single-player buff and the Fence Items ability.

In Phase II you get a self heal and a trap.

In Phase III you get single-target damage over time potential.

Phase IV brings your combat abilities to their full potential.



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Fundamentals (I)

SMUGGLER FUNDAMENTALS I

Trouble can arise during any sort of smuggling run, and as such the runner should have some sort of basic combat knowledge.

ABILITY EARNED

- **Fast Draw.** A quick attack that causes extra damage.
  Attack | Single Target | 200 damage | 200 Action cost

SMUGGLER FUNDAMENTALS II

In order to escape from authorities, the runner may find it necessary to utilize certain combat tactics to stun a pursuer.

ABILITY EARNED

- **Jolting Blow.** A powerful blast that stuns the target.
  Attack | Single Target | 300 damage | 300 Action cost | Slow by 50%, 5 sec

SMUGGLER FUNDAMENTALS III

When caught by surprise, a runner might fire a series of shots to keep an opponent at bay and, who knows, maybe one will actually land a hit.

ABILITY EARNED

- **Panic Shot.** A hail of gunfire used to slow the enemies' advance with an attack.
  Attack | Cone (15 x 15°) | 450 damage | 450 Action cost | Slow by 50%, 8 sec

SMUGGLER FUNDAMENTALS IV

A good runner knows to keep a good blaster by his or her side, and also how to draw it quickly.

ABILITIES EARNED

- **Quick Draw.** A quick attack that causes extra damage.
  Attack | Single Target | 600 damage | 600 Action cost
- **Call a Favor.** Calls in a favor from a friend to help out in combat. An NPC appears to fight by your side, of about your level, for a minute (but he'll leave sooner if all your foes are eliminated).
  450 Action cost

SMUGGLER FUNDAMENTALS V

Trained runners know that a well-placed shot can slow enemies that are in fast pursuit. Runners also begin to develop a network of contacts to which they can sell items.

ABILITIES EARNED

- **Stagger Shot.** A powerful blast that stuns the target.
  Attack | Single Target | 800 damage | 800 Action cost | Slow by 57%, 8 sec
- **Fence Items.** Your connection to the shifty underworld of the Empire allows you to contact a Fence and sell items from anywhere.

SMUGGLER FUNDAMENTALS VI

Runners begin to learn how to control their bursts of fire, laying down an effective cover, keeping enemies at bay.

ABILITY EARNED

- **Cover Fire.** A hail of gunfire used to slow the enemies' advance with an attack.
  Attack | Cone (20 x 20°) | 1000 damage | 1000 Action cost | Slow by 57%, 10 sec

Essentials (II)

SMUGGLER ESSENTIALS I

You have learned the value of a quick shot from the hip against an unsuspecting opponent.

ABILITIES EARNED

- **Hip Shot.** A quick attack that causes extra damage.
  Attack | Single Target | 1200 damage | 1200 Action cost
- **Reconnaissance Armor Movement Mitigation 10%**
- **Reconnaissance Armor Accuracy Mitigation 10%**
- **Reconnaissance Armor Rate of Fire Mitigation 30%**

SMUGGLER ESSENTIALS II

Oftentimes you will need to get away from the authorities without extra casualties. Stunning your pursuer with a Concussion Shot is more useful than a drawn-out fight.

ABILITY EARNED

- **Concussion Shot.** A powerful blast that stuns the target.
  Attack | Single Target | 1400 damage | 1400 Action cost | Slow by 62%, 12 sec

SMUGGLER ESSENTIALS III

A well placed attack to your pursuers' legs may slow them down and give you the time needed to escape.

ABILITY EARNED

- **Kneecap Shot.** A hail of gunfire used to slow the enemies advance.
  Attack | Cone (25 x 25°) | 1600 damage | 1600 Action cost | Slow by 62%, 12 sec

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SMUGGLER (CONT.)

SMUGGLER ESSENTIALS IV
Know when to cut your losses. Your Self Preservation instincts could mean the difference between life and death.

ABILITY EARNED

- **Self Preservation.** Use your Smuggler instincts to cure battle wounds.
  Heal | Self | 1800 heal | 1800 Action cost

SMUGGLER ESSENTIALS V
Learning when or where to place Trip Wires is extremely useful in your line of work.

ABILITY EARNED

- **Tripwire.** A trap that can be used to slow down an enemy.
  Trap (1/2 sec delay) | Area (rad 15) | 2000 damage | 2000 Action cost | Slow by 50%, 10 sec

SMUGGLER ESSENTIALS VI
Smuggling is not always an honorable profession. Learning to use a Dirty Trick or two when fighting is not below the successful Smuggler.

ABILITY EARNED

- **Dirty Tricks.** A quick attack that causes extra damage.
  Attack | Single Target | 2200 damage | 2200 Action cost

Expertise (III)

SMUGGLER EXPERTISE I
Learning to targeting vital locations is a useful skill to learn.

ABILITIES EARNED

- **Bleed.** A strike to a vital area causing the target to bleed.
  Attack | Single Target | 2400 damage | 2400 Action cost | DOT (240 x 10s)
- **Reconnaissance Armor Movement Mitigation 20%**
- **Reconnaissance Armor Accuracy Mitigation 30%**
- **Reconnaissance Armor Rate of Fire Mitigation 40%**

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SMUGGLER EXPERTISE II
Honing your reflexes in battle will allow you get off several shots before an opponent can react.

ABILITY EARNED

- **Combat Reflexes.** A blaze of shots in a cone, to hit multiple targets with an attack.
  Attack | Cone (15 x 15°) | 2600 damage | 2600 Action cost

SMUGGLER EXPERTISE III
Surprising an enemy with a Sudden Strike is a valuable tactic.

ABILITY EARNED

- **Sudden Strike.** A quick attack that causes extra damage.
  Attack | Single Target | 2800 damage | 2800 Action cost

SMUGGLER EXPERTISE IV
Learn to further advance your Survival Instinct, allowing you to avoid potentially deadly situations.

ABILITY EARNED

- **Survival Instinct.** Use Smuggler instincts to cure battle wounds.
  Heal | Self | 3000 heal | 3000 Action cost

SMUGGLER EXPERTISE V
Learning to properly use Caltrops will help in getting out of those "sticky" situations.

ABILITY EARNED

- **Caltrops.** A trap that can be used to slow down an enemy.
  Trap (1/2 sec delay) | Area (rad 20) | 1700 damage (2 times) | 3200 Action cost | Slow by 62%, 10 sec

SMUGGLER EXPERTISE VI
You have achieved the level of blaster mastery to call yourself a gunslinger.

ABILITY EARNED

- **Gunslinger Shot.** A quick attack that causes extra damage.
  Attack | Single Target | 3400 damage | 3400 Action cost

Mastery (IV)

SMUGGLER MASTERY I
You have perfected your ability to target vital areas on an enemy.

ABILITIES EARNED

- **Artery Strike.** A strike to a vital area, causing the target to bleed.
  Attack | Single Target | 3600 damage | 3600 Action cost | DOT (360 x 20s)
- **Reconnaissance Armor Accuracy Mitigation 40%**
- **Reconnaissance Armor Rate of Fire Mitigation 60%**

SMUGGLER MASTERY II
Big jobs mean big risks. Working on blaster techniques versus groups of opponents will be very useful.

ABILITY EARNED

- **Multi-Target Shot.** A blaze of shots in a cone, to hit multiple targets with an attack.
  Attack | Cone (20 x 20°) | 3800 damage | 3800 Action cost

SMUGGLER MASTERY III
You have perfected your techniques against a single target. A rapid succession of attacks may eliminate a lesser opponent before they can even strike back.

ABILITY EARNED

- **Double Tap.** A quick attack that causes extra damage.
  Attack | Single Target | 4000 damage | 4000 Action cost

SMUGGLER MASTERY IV
Staying alive is the name of the game. You have mastered the abilities to survive dangerous situations.

ABILITY EARNED

- **Vitality.** Use your Smuggler instincts to cure battle wounds.
  Heal | Self | 4200 heal | 4200 Action cost

SMUGGLER MASTERY V
Mastering the technique of attacking an opponent's tendons could slow down pursuit to allow you to escape.

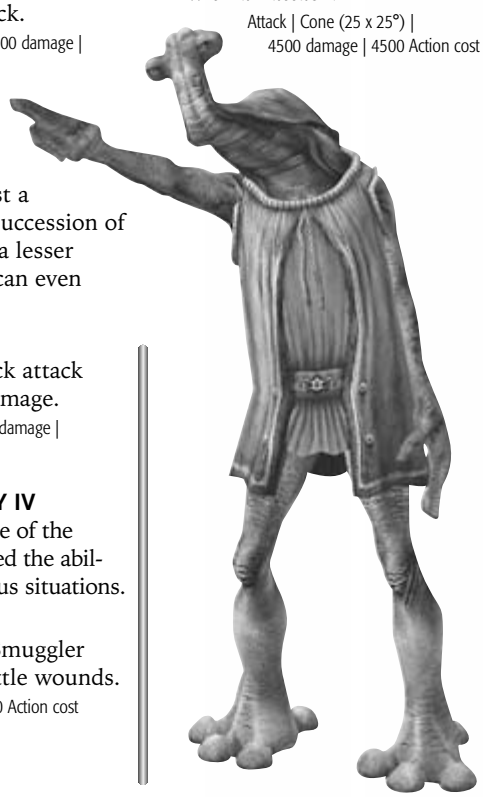
ABILITY EARNED

- **Tendonslicer.** A trap that can be used to slow down an enemy.
  Trap (1/4 sec delay) | Area (rad 25) | 1400 damage (3 times) | 4360 Action cost | Slow by 75%, 12 sec

MASTER SMUGGLER
Perfecting your tactics against groups of opponents will allow you to survive even the most dangerous of situations.

ABILITY EARNED

- **Fan Shot.** A blaze of shots in a cone to hit multiple targets with an attack.
  Attack | Cone (25 x 25°) | 4500 damage | 4500 Action cost



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SPY

The Spy believes that violence should always be discreet. Let others go blasting away all over the landscape, the Spy's art is more delicate. Ideally, the target will literally never know what hit him.

As the game's only stealth-based profession, the Spy occupies a unique niche. The Spy's style of play isn't for everybody, but players of a certain mindset will find it irresistible. There are basically two completely unique abilities in the Spy's profession. Your stealth skills allow you to approach an enemy unseen and either launch a devastating attack or simply slip by, while your smoke abilities allow you to break off combat and escape without being chased.

Because the Spy's abilities are so unique, you're equally well adapted to either solo or group adventuring, and your basic tactics will be the same either way: use stealth to stay out of sight, select a target and hit it hard, trying to take it out fast. If things get too intense, use smoke to break out of combat, and then move in again when the time is right. This kind of combat requires patience and alertness, but it can be incredibly devastating if mastered.

One advantage you have, particularly in solo play, is that you don't have to fight everybody who gets in your way. You can just slip past those inconveniently difficult, optional encounters. This is particularly convenient in instanced missions and other "dungeon"-style environments.

In group combat, try to concentrate on relieving the heat on the Jedi or other front-line fighter by thinning the crowd of enemies around him.

In the first phase you get your basic attacks, plus stealth and evasion techniques. You also learn how to quietly relieve others of their valuables.

In Phase II you add a self heal and an area-effect damage-over-time attack.

In Phase III you get an area-effect stun.

In Phase IV you get an area-effect slow, and your damage-dealing and stealth skills are maximized.

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Fundamentals (I)

SPY FUNDAMENTALS I

The simple fact is, operatives are always going to run into trouble, and it is essential to learn how to eliminate that trouble.

ABILITY EARNED

- **Eliminate.** A powerful attack that deals extra damage.
  Attack | Single Target | 200 damage | 200 Action cost

SPY FUNDAMENTALS II

Operatives will have many devices at their disposal. The first in which they will be trained are vision obscuring type devices, which can be handy when a hasty escape is necessary.

ABILITY EARNED

- **Smoke Grenade.** This grenade can allow the Spy to escape from combat and hide from enemies. You cannot move until you toggle Smoke Grenade off, or it expires.
  You disappear | Self | NPCs stop attacking | 300 Action cost | 10 sec

SPY FUNDAMENTALS III

Operatives will be given basic training on how to move about without being seen. This is a difficult art to master, and it may take much practice before it can be used effectively.

ABILITY EARNED

- **Sneak.** This ability enables you to move around undetected. You can only move at 50% speed, until you toggle Sneak off or it expires.
  You disappear | Self | NPCs stop attacking | 450 Action cost | 10 sec

SPY FUNDAMENTALS IV

Continuing with their combat training, operatives will learn more effective techniques that may allow them to dispose of a threat before it becomes too dangerous.

ABILITY EARNED

- **Dispose.** A powerful attack that causes an increase in damage.
  Attack | Single Target | 600 damage | 600 Action cost

SPY FUNDAMENTALS V

Operatives will continue their training in the use of vision obscuring devices, allowing for a better chance of becoming lost to their opponents.

ABILITIES EARNED

- **Smoke Bomb.** This grenade can allow the Spy to escape from combat and hide from enemies. You cannot move until you toggle Smoke Bomb off, or it expires.
  You disappear | Self | NPCs stop attacking | 800 Action cost | 15 sec
- **Steal.** This ability allows you to relieve a humanoid of some of their belongings.

SPY FUNDAMENTALS VI

Always staying on top of their training, operatives must ruthlessly practice the art of stealthy movements.

ABILITY EARNED

- **Skulk.** This ability enables the Spy to move around undetected. You can only move at 65% speed, until you toggle Skulk off or it expires.
  You disappear | Self | NPCs stop attacking | 1000 Action cost | 15 sec

Essentials (II)

SPY ESSENTIALS I

Strike from the shadows. Quickly eliminating an unsuspecting enemy means less chance of being discovered.

ABILITIES EARNED

- **Snuff.** A powerful attack that causes an increase in damage.
  Attack | Single Target | 1200 damage | 1200 Action cost
- **Battle Armor Movement Mitigation 20%**
- **Battle Armor Accuracy Mitigation 20%**
- **Battle Armor Rate of Fire Mitigation 20%**

SPY ESSENTIALS II

A properly timed cloud of smoke will allow you to escape from many opponents.

ABILITY EARNED

- **Smoke Cloud.** This grenade can allow the Spy to escape from combat and hide from enemies. You cannot move until you toggle Smoke Cloud off, or it expires.
  You disappear | Self | NPCs stop attacking | 1400 Action cost | 20 sec

SPY ESSENTIALS III

More advanced hiding techniques are known to conceal your presence.

ABILITY EARNED

- **Shroud.** This ability enables the Spy to move around undetected. You can only move at 75% speed, until you toggle Smoke Cloud off or it expires.
  You disappear | Self | NPCs stop attacking | 1600 Action cost | 20 sec

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SPY (CONT.)

SPY ESSENTIALS IV
Occasionally even the best Spies can be caught. First aid training will help you to survive these situations.

ABILITY EARNED

- **Sly Regrowth.** The Spy uses his skills in first aid to recover Health.
  Heal | Self | 1800 heal | 1800 Action cost

SPY ESSENTIALS V
Learning to properly handle and use poisons is a great skill. The Toxic Traps you can now use will quickly eliminate any unwary enemy that stumbles into them.

ABILITY EARNED

- **Toxic Trap.** This trap explodes with a toxic cloud, causing poison damage to all enemies nearby.
  Trap (1 sec delay) | Area (rad 5) | 2000 damage | 2000 Action cost | DOT (200 x 10s)

SPY ESSENTIALS VI
More advanced techniques to quickly dispatch an opponent are now available to you.

ABILITY EARNED

- **Dispatch.** A powerful attack that causes an increase in damage.
  Attack | Single Target | 2200 damage | 2200 Action cost

Expertise (III)

SPY EXPERTISE I
Subtlety and precision are the Spy's trade. Learning to inflict your arsenal of toxins on a single opponent is extremely useful.

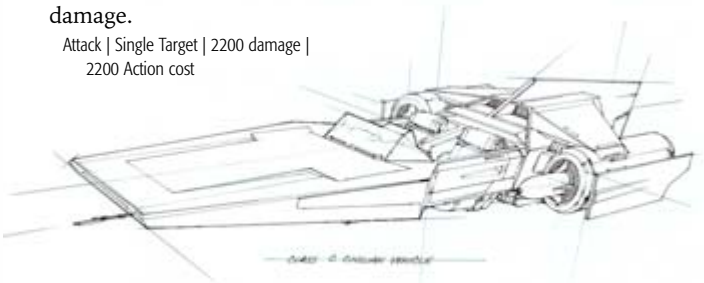
ABILITIES EARNED

- **Spy's Fang.** This ability allows the Spy to cause extra poison damage to the target.
  Attack | Single Target | 2400 damage | 2400 Action cost | DOT (200 x 15s)
- **Battle Armor Movement Mitigation 30%**
- **Battle Armor Accuracy Mitigation 30%**
- **Battle Armor Rate of Fire Mitigation 30%**

SPY EXPERTISE II
More potent toxins require greater skill to handle. You now have even more potent poisonous traps available.

ABILITY EARNED

- **Noxious Deception.** This trap explodes with a toxic cloud, causing poison damage to all enemies nearby.
  Trap (1 sec delay) | Area (rad 6) | 1450 damage (2 times) | 2600 Action cost | DOT (260 x 15s)



SPY EXPERTISE III
Spies must constantly take advantage of more advanced and potent techniques of assassination.

ABILITY EARNED

- **Terminate.** A powerful attack that causes an increase in damage.
  Attack | Single Target | 2800 damage | 2800 Action cost

SPY EXPERTISE IV
You are now qualified to use more potent first aid techniques and medicines.

ABILITY EARNED

- **Hidden Rejuvenation.** The Spy uses his skills in first aid to recover Health.
  Heal | Self | (Heal) 3000 heal | 3000 Action cost

SPY EXPERTISE V
A sudden explosion of bright light is often all one needs to escape. A well timed Flash Bang has saved many Spies who have gotten in over their heads.

ABILITY EARNED

- **Flash Bang.** This trap explodes with a bright flash, stunning enemies nearby.
  Trap (2 sec delay) | Area (rad 5) | 3200 damage | 3200 Action cost | Defense -500, 20 sec

SPY EXPERTISE VI
You are now an expert in the deadlier techniques of assassination.

ABILITY EARNED

- **Execute.** A powerful attack that causes an increase in damage.
  Attack | Single Target | 3400 damage | 3400 Action cost

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Mastery (IV)

SPY MASTERY I

Poisons have many uses. You now are practiced in the use of powerful neurotoxins that not only damage an unsuspecting foe, but can slow them down as well.

ABILITIES EARNED

- **Arachne's Web.** This attack applies poison damage and slows the movement speed of the target.

  Attack | Single Target | 3600 damage | 3600 Action cost | Slow by 55%, 10 sec

- **Battle Armor Movement Mitigation 40%**
- **Battle Armor Accuracy Mitigation 40%**
- **Battle Armor Rate of Fire Mitigation 40%**

SPY MASTERY II

You now have available the most powerful poison traps available.

ABILITY EARNED

- **Venomous Ploy.** This trap explodes with a toxic cloud, causing poison damage to all enemies nearby.

  Trap (1 sec delay) | Area (rad 7) | 1400 damage (3 times) | 3800 Action cost | DOT (380 x 20s)

SPY MASTERY III

Even more advanced assassination techniques can now be learned.

ABILITY EARNED

- **Assassinate.** A powerful attack that causes an increase in damage.

  Attack | Single Target | 4000 damage | 4000 Action cost

SPY MASTERY IV

You have learned the most advanced first aid techniques possible. They should help you survive even the most dangerous scrape.

ABILITY EARNED

- **Spy's Respite.** The Spy uses his skills in first aid to recover Health.

  Heal | Self | (Heal) 4200 heal | 4200 Action cost

SPY MASTERY V

The most skilled Spies are said to be able to vanish even when in plain sight. You must learn to master these techniques.

ABILITY EARNED

- **Vanish.** This ability enables the Spy to move around undetected. You can only move at 90% speed, until you toggle Vanish off or it expires.

  You disappear | Self | NPCs stop attacking | 4360 Action cost | 30 sec

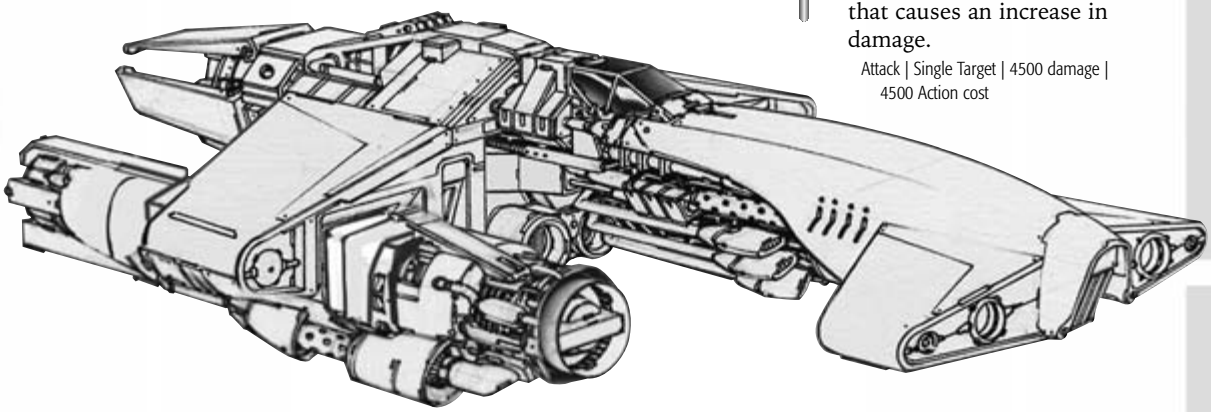
SPY MASTERY VI

Mastery of the techniques of assassination are finally yours.

ABILITY EARNED

- **Wetwork.** A powerful attack that causes an increase in damage.

  Attack | Single Target | 4500 damage | 4500 Action cost



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Entertainer

An Entertainer is expected to master all of the show business arts — music, dancing and image design. Prima donnas are not allowed; you're expected to be able to fill in wherever an extra hand is needed. In addition, it's up to you to craft your own musical instruments and dance props.

The Entertainer is probably the ultimate roleplaying class. You have no combat potential, and you produce nothing tangible. (We've said it before — this is a Profession for serious, experienced roleplayers; do *not* become an Entertainer for your first character's Profession.) That's not to say you have no function in the game — an adventuring party would be foolish to go out on a major mission without the 10% experience bonus you can provide, and the cover charges you can collect for that service should provide you an adequate income. Perhaps more importantly, as an Entertainer you will anchor the cantina as the roleplaying center of the *Star Wars* universe. There's a time and place for adventuring, and there's a time and a place for socializing and roleplaying. The Entertainer ensures that when players are in the mood for some relaxation, they have some place to go to do it, and someone to do it with.

Level	XP For Next	Total XP
Novice Entertainer	100	100
Entertainer: Dancing 1	1,000	1,100
Entertainer: Musicianship 1	1,000	2,100
Entertainer: Item Use 1	1,000	3,100
Entertainer: Image Design 1	1,000	4,100
Entertainer: Dancing 2	5,000	9,100
Entertainer: Musicianship 2	5,000	14,100
Entertainer: Item Use 2	5,000	19,100
Entertainer: Image Design 2	5,000	24,100
Entertainer: Dancing 3	15,000	39,100
Entertainer: Musicianship 3	15,000	54,100
Entertainer: Item Use 3	15,000	69,100
Entertainer: Image Design 3	10,000	79,100
Entertainer: Dancing 4	45,000	124,100
Entertainer: Musicianship 4	45,000	169,100
Entertainer: Item Use 4	45,000	214,100
Entertainer: Image Design 4	15,000	229,100
Master Entertainer	75,000	304,100
Novice Dancer	50,000	354,100
Novice Musician	50,000	404,100
Novice Image Designer	10,000	414,100
Dancer: Dancing Techniques 1	87,500	501,600
Dancer: Dancing Enhancement 1	25,000	526,600
Dancer: Dancing Knowledge 1	87,500	614,100
Dancer: Dancing Prop Use 1	25,000	639,100
Musician: Musical Techniques 1	87,500	726,600
Musician: Musical Enhancement 1	25,000	751,600
Musician: Musical Knowledge 1	87,500	839,100
Musician: Musical Instrument Use 1	25,000	864,100
Image Design: Hairstyling 1	10,000	874,100
Image Design: Face 1	10,000	884,100
Image Design: Bodyform 1	10,000	894,100
Image Design: Markings 1	10,000	904,100
Dancer: Dancing Techniques 2	125,000	1,029,100
Dancer: Dancing Enhancement 2	50,000	1,079,100
Dancer: Dancing Knowledge 2	125,000	1,204,100
Dancer: Dancing Prop Use 2	50,000	1,254,100
Musician: Musical Techniques 2	125,000	1,379,100
Musician: Musical Enhancement 2	50,000	1,429,100
Musician: Musical Knowledge 2	125,000	1,554,100
Musician: Musical Instrument Use 2	50,000	1,604,100
Image Design: Hairstyling 2	20,000	1,624,100
Image Design: Face 2	20,000	1,644,100
Image Design: Bodyform 2	20,000	1,664,100
Image Design: Markings 2	20,000	1,684,100
Dancer: Dancing Techniques 3	175,000	1,859,100
Dancer: Dancing Enhancement 3	100,000	1,959,100
Dancer: Dancing Knowledge 3	175,000	2,134,100
Dancer: Dancing Prop Use 3	100,000	2,234,100
Musician: Musical Techniques 3	175,000	2,409,100
Musician: Musical Enhancement 3	100,000	2,509,100
Musician: Musical Knowledge 3	175,000	2,684,100
Musician: Musical Instrument Use 3	100,000	2,784,100
Image Design: Hairstyling 3	30,000	2,814,100
Image Design: Face 3	30,000	2,844,100
Image Design: Bodyform 3	30,000	2,874,100
Image Design: Markings 3	30,000	2,904,100
Dancer: Dancing Techniques 4	225,000	3,129,100
Dancer: Dancing Enhancement 4	125,000	3,254,100
Dancer: Dancing Knowledge 4	225,000	3,479,100
Dancer: Dancing Prop Use 4	125,000	3,604,100
Musician: Musical Techniques 4	225,000	3,829,100
Musician: Musical Enhancement 4	125,000	3,954,100
Musician: Musical Knowledge 4	225,000	4,179,100
Musician: Musical Instrument Use 4	125,000	4,304,100
Image Design: Hairstyling 4	40,000	4,344,100
Image Design: Face 4	40,000	4,384,100
Image Design: Bodyform 4	40,000	4,424,100
Image Design: Markings 4	40,000	4,464,100
Master Image Designer	65,000	4,529,100
Master Musician	350,000	4,879,100
Master Dancer	350,000	5,229,100

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NOVICE ENTERTAINER

100 Entertainer Experience

At the heart of the Entertainer profession is a sampling of several different disciplines: Dancing, Musicianship and Image Designing.

ABILITIES

- **Dance Knowledge +5**
- **Dance Prop Assembly +10**
- **Dancing Enhancement +5**
- **Face-Form +1**
- **Hair Styling +1**
- **Instrument Assembly +10**
- **Music Knowledge +5**
- **Musical Enhancement +5**
- **Cover Charge** (/covercharge <amount> sets the amount of money that you want to charge patrons for your inspiration buffs. Set <amount> to 0 to stop charging a cover.)
- **Flourish 1** (Dance & Music)
- **Flourish 2** (Dance & Music)
- **Flourish 3** (Dance & Music)
- **Flourish 4** (Dance & Music)
- **Flourish 5** (Dance & Music)
- **Flourish 6** (Dance & Music)
- **Flourish 7** (Dance & Music)
- **Flourish 8** (Dance & Music)
- **Image Design**
- **Inspire** (allows you to select a profession-specific inspiration buff for your target)
- **Rhythmic** (Dance)
- **Slitherhorn** (Instrument)
- **Slitherhorn Schematics**

ENTERTAINER: DANCING I

1,000 Entertainer Experience

This continues to grant the basic knowledge needed to become a professional Dancer.

ABILITIES

- **Dance Knowledge +5**
- **Dancing Enhancement +5**
- **Basic 2** (Dance)

ENTERTAINER: MUSICIANSHIP I

1,000 Entertainer Experience

This continues to grant the basic knowledge needed if you wish to pursue the Musician profession.

ABILITIES

- **Music Knowledge +5**
- **Musical Enhancement +5**
- **Rock** (Music)

ENTERTAINER: ITEM USE I

1,000 Entertainer Experience

This allows Entertainers to use their dancing or music ability with greater efficiency.

ABILITIES

- **Dance Prop Assembly +5**
- **Instrument Assembly +5**
- **Prop Staff** (Prop)
- **Prop Staff Schematics**

ENTERTAINER: IMAGE DESIGN I

1,000 Entertainer Experience

This allows the Entertainer to customize facial hair and trim.

ABILITIES

- **Hair Styling +1**

ENTERTAINER: DANCING II

5,000 Entertainer Experience

ABILITIES

- **Dance Knowledge +5**
- **Dancing Enhancement +5**
- **Rhythmic2** (Dance)

ENTERTAINER: MUSICIANSHIP II

5,000 Entertainer Experience

ABILITIES

- **Music Knowledge +5**
- **Musical Enhancement +5**
- **StarWars 2** (Music)

ENTERTAINER: ITEM USE II

5,000 Entertainer Experience

ABILITIES

- **Dance Prop Assembly +5**
- **Instrument Assembly +5**
- **Fizz** (Instrument)
- **Fizz Schematics**
- **Prop Sword** (Prop)
- **Prop Sword Schematics**

ENTERTAINER: IMAGE DESIGN II

5,000 Entertainer Experience

This allows the Entertainer to further customize hair styles and change eye color.

ABILITIES

- **Face-Form +1**
- **Marking Design +1**

ENTERTAINER: DANCING III

15,000 Entertainer Experience

ABILITIES

- **Dance Knowledge +5**
- **Dancing Enhancement +5**
- **Footloose** (Dance)

ENTERTAINER: MUSICIANSHIP III

15,000 Entertainer Experience

ABILITIES

- **Music Knowledge +5**
- **Musical Enhancement +5**
- **Folk** (Music)

ENTERTAINER: ITEM USE III

10,000 Entertainer Experience

ABILITIES

- **Dance Prop Assembly +5**
- **Instrument Assembly +5**
- **Prop Sparkler** (Prop)
- **Prop Sparkler Schematics**

ENTERTAINER: IMAGE DESIGN III

10,000 Entertainer Experience

This allows the Entertainer to further customize hair styles and change horn colorings.

ABILITIES

- **Hair Styling +1**

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ENTERTAINER (CONT.)

ENTERTAINER: DANCING IV
45,000 Entertainer Experience

ABILITIES
- **Dance Knowledge +10**
- **Dancing Enhancement +5**
- **Formal** (Dance)

ENTERTAINER: MUSICIANSHIP IV
45,000 Entertainer Experience

ABILITIES
- **Music Knowledge +10**
- **Musical Enhancement +5**
- ***Star Wars* 3** (Music)

ENTERTAINER: ITEM USE IV
25,000 Entertainer Experience

ABILITIES
- **Dance Prop Assembly +5**
- **Instrument Assembly +5**
- **Fanfar** (Instrument)
- **Fanfar Schematics**
- **Prop Glowstick** (Prop)
- **Prop Glowstick Schematics**

ENTERTAINER: IMAGE DESIGN IV
15,000 Entertainer Experience

This allows the Entertainer to further customize hair styles and and minor facial features.

ABILITIES
- **Face-Form +1**
- **Hair Styling +1**

MASTER ENTERTAINER
The Master Entertainer has a strong knowledge of all forms of entertainment.

ABILITIES
- **Dance Knowledge +10**
- **Dance Prop Assembly +10**
- **Dancing Enhancement +5**
- **Instrument Assembly +10**
- **Music Knowledge +10**
- **Musical Enhancement +5**
- **Ceremonial** (Music)
- **Footloose2** (Dance)
- **Formal2** (Dance)
- **Mandoviol** (Instrument)
- **Mandoviol Schematics**
- **Prop Torch** (Prop)
- **Prop Torch Schematics**

NOVICE DANCER
50,000 Entertainer Experience

The Dancer uses his skill to buff those who watch him perform. The beginning Dancer, though not extremely skilled, can be nearly as entertaining to watch as the Master Dancer.

ABILITIES
- **Dance Knowledge +10**
- **Dancing Enhancement +10**
- **Dance Prop Assembly +10**
- **Bunduki** (Dance)
- **Dual Wield** (hold a prop in each hand)
- **Poplock** (Dance)
- **Popular** (Dance)
- **Prop Ribbon** (Prop)
- **Prop Ribbon Schematics**
- **Register Location with Planetary Map**

NOVICE MUSICIAN
50,000 Entertainer Experience

Skilled Musicians who participate in a band can perform many songs with a wide range of flourishes on several instruments.

ABILITIES
- **Instrument Assembly +10**
- **Music Knowledge +5**
- **Musical Enhancement +10**
- **Kloo Horn** (Instrument)
- **Kloo Horn Schematics**
- **Register Location with Planetary Map**
- ***Star Wars* 4** (Music)

NOVICE IMAGE DESIGNER
10,000 Entertainer Experience

The Image Designer is skilled in perfecting the appearance of other characters. He or she can change almost any aspect of your appearance, and skilled Image Designers gain the ability to use hair styles unavailable to the novice.

ABILITIES
- **Hairstyling +1**
- **Bodyform +1**
- **Face-Form +1**

DANCER: DANCING TECHNIQUES I
87,500 Entertainer Experience

Improves the Dancer's ability to perform certain dances. Use **/startdance list** to see a list of available dances.

ABILITIES
- **Colored Lights** (creates a series of colored light effects)
- **Dazzle** (creates a dazzling effect of color and lights)
- **Spot Light** (creates a spot light effect)

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DANCER: DANCING ENHANCEMENT I
25,000 Entertainer Experience

This improves the Dancer's ability.

ABILITIES
- **Dancing Enhancement +10**

DANCER: DANCING KNOWLEDGE I
87,500 Entertainer Experience

Grants the Dancer a wider variety of dances and flourishes.

ABILITIES
- **Dance Knowledge +10**
- **Bunduki 2** (Dance)
- **Popular 2** (Dance)
- **Tumble** (Dance)

DANCER: DANCING PROP USE I
25,000 Entertainer Experience

This improves the Dancer's ability to heal Battle Fatigue.

ABILITIES
- **Dance Prop Assembly +10**
- **Double Ribbon** (Prop)
- **Double Ribbon Schematics**

MUSICIAN: MUSICAL TECHNIQUES I
87,500 Entertainer Experience

This improves the Musician's ability to perform certain songs. Use **/start music list** to see a list of available songs.

ABILITIES
- **Colored Lights** (creates a series of colored light effects)
- **Dazzle** (creates a dazzling effect of color and lights)
- **Spot Light** (creates a spot light effect)

MUSICIAN: MUSICAL ENHANCEMENT I
25,000 Entertainer Experience

ABILITIES
- **Musical Enhancement +10**

MUSICIAN: MUSICAL KNOWLEDGE I
87,500 Entertainer Experience

This grants the Musician a wider variety of songs and flourishes.

ABILITIES
- **Music Knowledge +5**
- **Ballad** (Music)
- **Swing** (Music)

MUSICIAN: MUSICAL INSTRUMENT USE I
25,000 Entertainer Experience

This improves the Musician's ability to play various instruments.

ABILITIES
- **Instrument Assembly +10**
- **Traz** (Instrument)
- **Traz Schematics**

IMAGE DESIGN: HAIRSTYLING I
10,000 Entertainer Experience

This improves the Image Designer's ability to customize hairstyles and colors. This level of skill also allows application of the beehive, brainstorm, Imperial and Rebel Holo-Emotes.

ABILITIES
- **Hair Styling +1**

IMAGE DESIGN: FACE I
10,000 Entertainer Experience

This allows the Image Designer to customize his customers' facial features.

ABILITIES
- **Face-Form +1**

IMAGE DESIGN: BODYFORM I
10,000 Entertainer Experience

This turns Image Designers into personal trainers, giving them the ability to help tone their customers' bodies.

ABILITIES
- **Bodyform +1**

IMAGE DESIGN: MARKINGS I
10,000 Entertainer Experience

This allows the Image Designer to customize features unique to specific species, such as tattoos or spot patterns.

ABILITIES
- **Marking Design +1**

DANCER: DANCING TECHNIQUES II
125,000 Entertainer Experience

ABILITIES
- **Distract** (creates a distracting effect of color and lights)
- **Color Swirl** (creates a colorful swirl around your target)

DANCER: DANCING ENHANCEMENT II
50,000 Entertainer Experience

ABILITIES
- **Dancing Enhancement +10**

DANCER: DANCING KNOWLEDGE II
125,000 Entertainer Experience

ABILITIES
- **Dance Knowledge +10**
- **Poplock 2** (Dance)
- **Tumble 2** (Dance)

DANCER: DANCING PROP USE II
50,000 Entertainer Experience

ABILITIES
- **Dance Prop Assembly +10**
- **Mystical Ribbon** (Prop)
- **Mystical Ribbon Schematics**

MUSICIAN: MUSICAL TECHNIQUES II
125,000 Entertainer Experience

ABILITIES
- **Fire Jet** (creates an effect of firey jets)
- **Laser Show** (creates a laser show effect)

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ENTERTAINER (CONT.)

MUSICIAN: MUSICAL ENHANCEMENT II
50,000 Entertainer Experience

ABILITIES
- Musical Enhancement +10

MUSICIAN: MUSICAL KNOWLEDGE II
125,000 Entertainer Experience

ABILITIES
- Musical Knowledge +10
- Funk (Music)

MUSICIAN: MUSICAL INSTRUMENT USE II
50,000 Entertainer Experience

ABILITIES
- Instrument Assembly +10
- Bandfill (Instrument)
- Bandfill Schematics

IMAGE DESIGN: HAIRSTYLING II
20,000 Entertainer Experience

ABILITIES
- Hair Styling +2

IMAGE DESIGN: FACE II
20,000 Entertainer Experience

ABILITIES
- Face-Form +1

IMAGE DESIGN: BODYFORM II
20,000 Entertainer Experience

ABILITIES
- Bodyform +1

IMAGE DESIGN: MARKINGS II
20,000 Entertainer Experience

ABILITIES
- Marking Design +1

DANCER: DANCING TECHNIQUES III
175,000 Entertainer Experience

ABILITIES
- Center Stage (/centerstage creates a center stage lighting effect)
- Smoke Bomb (a visual flourish)

DANCER: DANCING ENHANCEMENT III
100,000 Entertainer Experience

ABILITIES
- Dancing Enhancement +20

DANCER: DANCING KNOWLEDGE III
175,000 Entertainer Experience

ABILITIES
- Dance Knowledge +10
- Breakdance (Dance)
- Lyrical (Dance)

DANCER: DANCING PROP USE III
100,000 Entertainer Experience

ABILITIES
- Dance Prop Assembly +10
- Double Mystical Ribbon (Prop)
- Double Mystical Ribbon Schematics

MUSICIAN: MUSICAL TECHNIQUES III
175,000 Entertainer Experience

ABILITIES
- Fire Jet 2 (creates a fire jet column effect)
- Ventriloquism (/ventriloquism <target> creates a visual effect around your target)

MUSICIAN: MUSICAL ENHANCEMENT III
100,000 Entertainer Experience

ABILITIES
- Musical Enhancement +20

MUSICIAN: MUSICAL KNOWLEDGE III
175,000 Entertainer Experience

ABILITIES
- Music Knowledge +10
- Waltz (Music)

MUSICIAN: MUSICAL INSTRUMENT USE III
100,000 Entertainer Experience

ABILITIES
- Instrument Assembly +10
- Chindinkalu Horn (Instrument)
- Chindinkalu Horn Schematics

IMAGE DESIGN: HAIRSTYLING III
30,000 Entertainer Experience

ABILITIES
- Hair Styling +2

IMAGE DESIGN: FACE III
30,000 Entertainer Experience

ABILITIES
- Face-Form +2

IMAGE DESIGN: BODYFORM III
30,000 Entertainer Experience

ABILITIES
- Bodyform +2

IMAGE DESIGN: MARKINGS III
30,000 Entertainer Experience

ABILITIES
- Marking Design +2

DANCER: DANCING TECHNIQUES IV
225,000 Entertainer Experience

ABILITIES
- Floor Lights (creates a lighted dance floor effect)

DANCER: DANCING ENHANCEMENT IV
125,000 Entertainer Experience

ABILITIES
- Dancing Enhancement +25

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DANCER: DANCING KNOWLEDGE IV
225,000 Entertainer Experience

ABILITIES
- **Dance Knowledge +10**
- **Breakdance 2** (Dance)
- **Exotic** (Dance)
- **Exotic 2** (Dance)

DANCER: DANCING PROP USE IV
125,000 Entertainer Experience

ABILITIES
- **Dance Prop Assembly +10**
- **Sparkle Ribbon** (Prop)
- **Sparkle Ribbon Schematics**

MUSICIAN: MUSICAL TECHNIQUES IV
225,000 Entertainer Experience

ABILITIES
- **Featured Solo** (creates a featured solo spot light effect)

MUSICIAN: MUSICAL ENHANCEMENT IV
125,000 Entertainer Experience

ABILITIES
- **Musical Enhancement +25**

MUSICIAN: MUSICAL KNOWLEDGE IV
225,000 Entertainer Experience

ABILITIES
- **Musical Knowledge +15**
- **Jazz** (Music)

MUSICIAN: MUSICAL INSTRUMENT USE IV
125,000 Entertainer Experience

ABILITIES
- **Instrument Assembly +10**
- **Ommni Box** (Instrument)
- **Ommni Box Schematics**

IMAGE DESIGN: HAIRSTYLING IV
40,000 Entertainer Experience

ABILITIES
- **Hair Styling +2**

IMAGE DESIGN: FACE IV
40,000 Entertainer Experience

ABILITIES
- **Face-Form +2**

IMAGE DESIGN: BODYFORM IV
40,000 Entertainer Experience

ABILITIES
- **Bodyform +2**

IMAGE DESIGN: MARKINGS IV
40,000 Entertainer Experience

ABILITIES
- **Marking Design +2**

MASTER IMAGE DESIGNER
The Master Image Designer is able to customize everything about a specific character, and apply a Holo-Emote generator capable of displaying any Holo-Emote the user wishes.

ABILITIES
- **Marking Design +2**
- **Bodyform +2**
- **Face-form +2**

MASTER MUSICIAN
The master Musician knows all the songs and instruments available, and has all the tools to put on a professional performance.

ABILITIES
- **Music Knowledge +15**
- **Musical Enhancement +25**
- **Instrument Assembly +10**
- **Melee Defense +7**
- **Ranged Defense +7**
- **Nalargon** (Instrument)
- **Nalargon Schematics**
- **Place Cantina**
- **Place Theater**
- **Virtuoso** (Music)

MASTER DANCER
The Master Dancer knows all dances and dancing abilities, and has all the tools to put on a professional dance production.

ABILITIES
- **Dance Knowledge +10**
- **Dancing Enhancement +25**
- **Melee Defense +7**
- **Ranged Defense +7**
- **Dance Prop Assembly +10**
- **Double Sparkle Ribbon** (Prop)
- **Double Sparkle Ribbon Schematics**
- **Exotic 3** (Dance)
- **Exotic 4** (Dance)
- **Lyrical 2** (Dance)
- **Place Cantina**
- **Place Theater**

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INSPIRATION BUFFS: ENTERTAINER BUFF EFFECTS

As an Entertainer, you earn experience anytime you entertain. However, you earn even more experience when you also buff your audience.

You can buff more than one target at a time, but you must specifically target each person you buff. You can only apply one type of buff at a time — you can't apply an Architect buff and a Weaponsmith buff at the same time.

Buffs don't take long to apply, and can last for hours. Even at low levels, an Entertainer can apply a buff that lasts a couple hours within two or three minutes. At the highest levels, an Entertainer can apply a full-length buff in as little as 10 seconds. Higher level Entertainers can apply buffs more quickly and that last longer, but the buff effect is the same for all Entertainers.

Buffs don't stack — you can only have one Entertainer buff at a time.

GENERAL (COMBAT)
- +10% experience
- +10% faction

ENTERTAINER
- +12% experience
- You can use instruments one level higher than normal
- You can use dance props one level higher than normal

ENTERTAINER: IMAGE DESIGNER
- +15% experience
- Temporarily adjusts body size (limited use)
- More holo-emote charges (50)

ENTERTAINER: DANCER
- +15% experience
- You can use dance props two levels higher than normal

ENTERTAINER: MUSICIAN
- +15% experience
- You can use instruments two levels higher than normal

TRADER: ARTISAN
- +12% experience
- Bonus to resource quality from tool (1%)
- Bonus to assembly success (5%)
- Bonus to experimentation success (5%)

TRADER: MERCHANT
- You can create vendor types above your current level (Hiring +20)
- You can customize vendor (limited use)

TRADER: ALL OTHERS
There is a separate, specific Inspiration buff for each of these types of crafting: Architect, Armorsmith, Chef, Droid Engineer, Shipwright, Tailor and Weaponsmith. These buff effects only apply when using the appropriate skills.

- +15% experience
- Bonus to resource quality from tool (2%)
- Bonus to assembly success (10%)
- Bonus to experimentation success (10%)

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Traders

While they can't fight their way out of a paper bag, Traders are an essential facet of the galaxy. Traders are the ones who craft all the really nice, non-generic equipment that allows you to excel at whatever you do. There are four varieties of Traders — Domestics (who craft food and clothing), Engineering (who craft droids and most weapons, but not explosive munitions), Munitions (all weapons and armor), and Structures (both groundside buildings and interstellar ships).

All Traders start with the basics of Surveying and Business, and all of them learn Merchant skills, as well.

DOMESTICS TRADER

This is what home-ec majors go on to do in a galaxy far, far away. Domestics isn't the most glamorous or lucrative Merchant field, but there's a solid living to be made here, particularly from high-end clothing — style is important to top rank adventurers. Hang out in the cities and watch what adventurers are wearing, try to figure out what's stylish at the moment. As your abilities increase, it pays to travel a bit — you won't find out what the adventurers of Combat Level 75-90 are wearing by hanging around Mos Eisley.

Level	XP For Next	Total XP
Novice Artisan	100	100
Artisan: Surveying 1	500	600
Artisan: Business 1	500	1,100
Artisan: Surveying 2	2,500	3,600
Artisan: Business 2	1,000	4,600
Artisan: Surveying 3	5,000	9,600
Artisan: Business 3	3,000	12,600
Artisan: Surveying 4	10,000	22,600
Artisan: Business 4	6,000	28,600
Novice Merchant	5,000	33,600
Artisan: Domestic Arts 1	500	34,100
Artisan: Domestic Arts 2	1,000	35,100
Artisan: Domestic Arts 3	3,000	38,100
Artisan: Domestic Arts 4	6,000	44,100
Novice Chef	19,200	63,300
Novice Tailor	19,200	82,500
Chef: Entrees 1	32,000	114,500
Chef: Desserts 1	32,000	146,500
Chef: Mixology 1	32,000	178,500
Chef: Cooking 1	32,000	210,500
Tailor: Casual Wear 1	32,000	242,500
Tailor: Field Wear 1	32,000	274,500
Tailor: Formal Wear 1	32,000	306,500
Tailor: Tailoring 1	32,000	338,500
Merchant: Advertising 1	10,000	348,500
Merchant: Efficiency 1	10,000	358,500
Merchant: Hiring 1	10,000	368,500
Merchant: Management 1	10,000	378,500
Chef: Entrees 2	44,800	423,300
Chef: Desserts 2	44,800	468,100
Chef: Mixology 2	44,800	512,900
Chef: Cooking 2	44,800	557,700
Tailor: Casual Wear 2	44,800	602,500
Tailor: Field Wear 2	44,800	647,300
Tailor: Formal Wear 2	44,800	692,100
Tailor: Tailoring 2	44,800	736,900
Merchant: Advertising 2	20,000	756,900
Merchant: Efficiency 2	20,000	776,900
Merchant: Hiring 2	20,000	796,900
Merchant: Management 2	20,000	816,900
Chef: Entrees 3	57,600	874,500
Chef: Desserts 3	57,600	932,100
Chef: Mixology 3	57,600	989,700
Chef: Cooking 3	57,600	1,047,300
Tailor: Casual Wear 3	57,600	1,104,900
Tailor: Field Wear 3	57,600	1,162,500
Tailor: Formal Wear 3	57,600	1,220,100
Tailor: Tailoring 3	57,600	1,277,700
Merchant: Advertising 3	30,000	1,307,700
Merchant: Efficiency 3	30,000	1,337,700
Merchant: Hiring 3	30,000	1,367,700
Merchant: Management 3	30,000	1,397,700
Chef: Entrees 4	70,400	1,468,100
Chef: Desserts 4	70,400	1,538,500
Chef: Mixology 4	70,400	1,608,900
Chef: Cooking 4	70,400	1,679,300
Tailor: Casual Wear 4	70,400	1,749,700
Tailor: Field Wear 4	70,400	1,820,100
Tailor: Formal Wear 4	70,400	1,890,500
Tailor: Tailoring 4	70,400	1,960,900
Merchant: Advertising 4	40,000	2,000,900
Merchant: Efficiency 4	40,000	2,040,900
Merchant: Hiring 4	40,000	2,080,900
Merchant: Management 4	40,000	2,120,900
Master Chef	95,000	2,215,900
Master Tailor	95,000	2,310,900
Master Merchant	65,000	2,375,900

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DOMESTICS TRADER (CONT.)

NOVICE ARTISAN

100 Trader Experience

A Novice Artisan has the ability to find and extract the fundamental types of raw material used in item construction. He also has the ability to craft a limited number of starting items.

ABILITIES

- Surveying +20
- Armor Customization +20
- Artisan Assembly +20
- Artisan Experimentation +20
- Clothing Customization +20
- Ambient Solar Energy Surveying Tool
- Bofa Treat
- Casual Pants
- Casual Shoes
- CDEF Carbine
- CDEF Pistol
- CDEF Rifle
- Chance Cube
- Chemical Survey Device
- Element Dispersal Tuning Kit
- Fishing Pole
- Flora Survey Tool
- Gas Pocket Survey Device
- Generic Crafting Tool
- Generic Melee Weapon Kit
- High Power Barrel
- Mineral Survey Device
- Sample Resource
- Simple Shirt
- Six-Sided Dice Set
- Small Glass
- Spiced Tea
- Spiced Tea
- Survey Resources
- Survival Knife
- Tactical Grip
- Ten-Sided Dice Set
- Travel Biscuits
- Type 1 Firework
- Type 2 Firework
- Type 3 Firework
- Water Survey Device
- Weight Balancing Kit
- Wind Current Surveying Tool
- Wookiee Hide Jerkin

ARTISAN: SURVEYING I

500 Trader Experience

Each level of surveying increases the yield per sample, the chance to succeed at sampling, and the range the Artisan can survey.

ABILITIES

- Surveying +15

ARTISAN: BUSINESS I

500 Trader Experience

With the "Access Fees" skill, an Artisan may place an access fee on any public building they own. People who wish to use the building must pay the access fee to be granted access for a selected amount of time.

ABILITIES

- Access Fees

ARTISAN: SURVEYING II

2,500 Trader Experience

ABILITIES

- Surveying +20

ARTISAN: BUSINESS II

1,000 Trader Experience

The "Premium Auctions" ability allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

ABILITIES

- Premium Auctions

ARTISAN: SURVEYING III

5,000 Trader Experience

ABILITIES

- Surveying +20

ARTISAN: BUSINESS III

3,000 Trader Experience

At the "Business Ownership" skill level, an Artisan can place a vendor in any public structure she owns. Initially the Artisan may only select a bulky machine style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select "Create Vendor" from your structure's management terminal.

ABILITIES

- Vendors +1
- Hiring +10
- Vendor Item Limit +100

ARTISAN: SURVEYING IV

10,000 Trader Experience

ABILITIES

- Surveying +25

ARTISAN: BUSINESS IV

6,000 Trader Experience

At this skill level the Artisan earns more vendor types to choose from.

ABILITIES

- Vendors +1
- Hiring +10
- Vendor Item Limit +150

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NOVICE MERCHANT

5,000 Trader Experience

A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, you earn the ability to place an NPC vendor of a random playable species. You also have the ability to place control vendors at a time.

ABILITIES

- Hiring +10
- Vendor Item Limit +500
- Vendors +1

ARTISAN: DOMESTIC ARTS I

500 Trader Experience

This involves the study of basic culinary techniques. In addition to the study of food, the Artisan begins working with clothing.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Aitha
- Blob Candy
- Carbosyrup
- Clothing Repair Tool
- Exo-Protein Wafers
- Fiberplast Panel
- Headwrap
- Ithorian Long Sweater
- Ithorian Striped Pants
- Plain Robe
- Shorts
- Simple Waist Wrap
- Wookiee Arm Wraps
- Wrinkled Pants

ARTISAN: DOMESTIC ARTS II

1,000 Trader Experience

This focuses on improving the Artisan's ability to create clothing. The Artisan also increases his knowledge of food preparation.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Caf
- Crispic
- Dough
- Hide Boots
- Ithorian Lifejacket
- Ithorian Two Pocket Shirt
- K-18 Rations
- Metal Fasteners
- Plain Short Robe
- Short Sleeve Jacket
- Short Sleeve Shirt
- Tree-Dweller's Hood
- Wrapped Skirt

ARTISAN: DOMESTIC ARTS III

3,000 Trader Experience

This involves the study of various cultural dessert-making methods. The study of tailoring also continues.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Caramelized Pkneb
- Casual Jacket
- Ithorian Reinforced Trousers
- Ithorian Striped Shirt
- Ithorian Striped Shorts
- Jawa Beer
- Kanali Wafers
- Leather Gloves
- Multipocket Belt
- Pocketed Work Pants
- Ruby Bliel
- Soft Undershirt
- Two Pocket Belt
- Weighted Wookiee Pullover
- Work Slacks

ARTISAN: DOMESTIC ARTS IV

6,000 Trader Experience

The Artisan gains the ability to craft a clothing repair kit. With this tool the Artisan can keep any piece of clothing in top shape. The Artisan also furthers her food-making knowledge. At this point, the Artisan gains access to two advanced areas: Tailor and Chef.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Administrator's Robe
- Dark Sash
- Dustcrepe
- Frock
- Jaar
- Labour Jacket
- Large Glass
- Light Food Additive
- Maiden's Dress
- Shoulder Strap
- Starshine Surprise
- Teltier Noodles
- Travel Pack
- Weighted Wookiee Hood
- Wrapped Boots

NOVICE CHEF

19,200 Trader Experience

The Chef learns to make exquisite foods, which can bring temporary and valuable statistic enhancements for other professions.

ABILITIES

- Food Assembly +20
- Food Experimentation +20
- Air Cake
- Alcohol
- Almond-Kwevvu Crisp Munchies
- Blap Biscuit
- Medium Food Additive
- Soypro

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DOMESTICS TRADER (CONT.)

NOVICE TAILOR

19,200 Trader Experience

The Tailor specializes in being able to create a variety of clothing types and styles. A good Tailor is like a good doctor — after you know a good one, you never want to let go of him or her.

ABILITIES

- Clothing Assembly +20
- Clothing Experimentation +20
- Clothing Customization +20
- Bangles
- Casual Shirt
- Councilman's Robe
- Dress Shirt
- Formal Shirt
- Ithorian Large Pendant
- Ithorian Leather Work Gloves
- Ithorian Metal Necklace
- Ithorian Military Pack
- Ithorian Striped Pendant
- Ithorian Tight Fit Shirt
- Ithorian Two Tone Shirt
- Ithorian Workman's Belt
- Large Pendant
- Large Pocket Pants
- Leather Work Gloves
- Metal Bracelet
- Metal Necklace
- Military Travel Pack
- Padded Jacket
- Plain Shirt
- Ribbed Pants
- Ribbed Shirt
- Rugged Jacket
- Sleeveless Dress
- Smock
- Striped Pants
- Striped Pendant
- Synthetic Cloth
- Thin Striped Pants
- Weighted Waist Wrap
- Wookiee Travekker's Helm
- Woolly Jacket
- Workman's Belt

CHEF: ENTREES I

32,000 Trader Experience

Entrees skills cover meals commonly consumed for lunch or dinner on various worlds.

ABILITIES

- Blood Chowder
- Cho-Nor-Hoola
- Protato
- Synthsteak

CHEF: DESSERTS I

32,000 Trader Experience

Dessert skills cover all forms of alien and human desserts, from the sweet to the really sweet.

ABILITIES

- Bantha Butter
- Chandad
- Pastebread
- Won-Won

CHEF: MIXOLOGY I

32,000 Trader Experience

Drink skills cover the creation of a large range of alcoholic and non-alcoholic drinks. The drink skills introduce four types of alcohol stock that can be mixed with other recipes to enhance their power.

ABILITIES

- Blue Milk
- Corellian Ale
- Deuterium-pyro
- Gralinyn Juice

CHEF: COOKING I

32,000 Trader Experience

These skills include the development of the cooking assembly and experimentation skill mods.

ABILITIES

- Food Assembly +10
- Food Experimentation +10

TAILOR: CASUAL WEAR I

32,000 Trader Experience

Casual clothing types include common articles like shirts, pants and shorts. Each skill in this category grants new casual clothing schematics to the Tailor.

ABILITIES

- Cold Weather Gloves
- Ithorian Block Panel Jacket
- Ithorian Frilled Jacket
- Ithorian Half Sweater
- Ithorian Newsboy
- Ithorian Three Striped Pants
- Ithorian Twin Striped Pants
- Loose Dress
- Modest Skirt
- Paneled Boots
- Pleated Skirt
- Sandals
- Shoe Sole
- Sneakers
- Standard Boots
- Tipless Gloves
- Women's Shoes
- Wookiee Strapped Gloves

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TAILOR: FIELD WEAR I
32,000 Trader Experience

Field clothing types include articles such as belts, backpacks, bandoliers and work jackets. Each skill in this category grants new field clothing schematics to the Tailor.

ABILITIES
- Cargo Pocket
- Cargo Vest
- Cold Weather Jacket
- Ithorian Camos
- Ithorian Cargo Jacket
- Ithorian Patrol Pants
- Ithorian Utility Belt
- Long Leather Gloves
- Padded Pullover
- Patterned Wookiee Gloves
- Reinforced Jacket
- Snow Boots
- Sturdy Boots
- Swoop Helm
- Tech Pack
- Uniform Boots
- Utility Belt

TAILOR: FORMAL WEAR I
32,000 Trader Experience

Formal wear includes articles such as dresses, robes and elaborate costumes. Each skill in this category grants new formal wear schematics to the Tailor.

ABILITIES
- Belted Skirt
- Bristle Hide Belt
- Crested Neckpiece
- Dress Blouse
- Dress Shoes
- Dress Slippers
- Emerald Pendant
- Fashionably Pleated Skirt
- Ithorian Bristle Hide Belt
- Ithorian Crested Neckpiece
- Ithorian Elder's Dress
- Ithorian Emerald Pendant
- Ithorian Frilly Shirt
- Ithorian Leather Belt
- Ithorian Plated Necklace
- Ithorian Strap Belt
- Ithorian Striped Skirt
- Ithorian Tech Jacket
- Leather Belt
- Plated Necklace
- Sidebuttoned Shirt
- Sigiled Waist Wrap
- Strap Belt
- Trim
- Two-Tone Formal Skirt

TAILOR: TAILORING I
32,000 Trader Experience

Tailoring skills increase the Tailor's ability to successfully craft clothing. These skills also increase the color customization options the Tailor has for a finished product.

ABILITIES
- Clothing Assembly +10
- Clothing Experimentation +10
- Clothing Customization +20

MERCHANT: ADVERTISING I
10,000 Trader Experience

Merchants who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a customer approaches. This option appears under the Vendor Control menu.

MERCHANT: EFFICIENCY I
10,000 Trader Experience

At this skill level, the Merchant can list items on the global bazaar for a reduced fee (about 25 percent)

ABILITIES
- Reduced Bazaar Fees

MERCHANT: HIRING I
10,000 Trader Experience

As the Merchant's Hiring skill mod increases, the Merchant gains the ability to place more interesting types of vendors. New terminals, droids and NPC options become available with each rank.

ABILITIES
- Hiring +20

MERCHANT: MANAGEMENT I
10,000 Trader Experience

Each rank in Management grants you the ability to place an additional vendor.

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

CHEF: ENTREES II
44,800 Trader Experience

ABILITIES
- Karkan Ribenes
- Omachek
- Trimpian
- Veghash

CHEF: DESSERTS II
44,800 Trader Experience

ABILITIES
- Dweezel
- Felbar
- Parwan Nutricake
- Pyollian Cake
- Sweet Cake Mix

CHEF: MIXOLOGY II
44,800 Trader Experience

ABILITIES
- Cask
- Corellian Brandy
- Cortyg
- Durindfire
- Ithorian Mist
- Veronian Berry Wine

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DOMESTICS TRADER (CONT.)

CHEF: COOKING II
44,800 Trader Experience

ABILITIES
- Food Assembly +20
- Food Experimentation +20

TAILOR: CASUAL WEAR II
44,800 Trader Experience

ABILITIES
- Belted Jacket
- Desert Crawlers
- Flex-form Shirt
- Heavy Shoulder Pad
- Hot Pants
- Ithorian Baggies
- Ithorian Firey Shirt
- Ithorian Mystic Pants
- Ithorian Overshirt
- Ithorian Short Trim Jacket
- Long Sleeve Shirt
- Mangy Vest
- Muscle Shirt
- Pullover
- Quilted Pants
- Scout Jacket
- Simple Vest
- Striped Slacks
- Tight Jacket

TAILOR: FIELD WEAR II
44,800 Trader Experience

ABILITIES
- Ammo Bandolier
- Basic Camos
- Bounty Hunter Pack
- Crafter's Pants
- Formfitting Undershirt
- Ithorian Ammo Bandolier
- Ithorian Cargo Pants
- Ithorian Easy Fit Shirt
- Ithorian Hunter Pack
- Ithorian Med Team Jacket
- Ithorian Pants w/ Knee Pads
- Ithorian Rank Sash
- Ithorian Short Cargo Jacket
- Ithorian Small Pocket Belt
- Ithorian Supported Shirt
- Lined Workshirt
- Link-Steel Reinforced Gloves
- Pocketed Shorts
- Rank Sash
- Reinforced Fiber Panel
- Reinforced Work Shirt
- Small Pocket Belt
- Wookiee Battle Padding
- Workman's Gloves

TAILOR: FORMAL WEAR II
44,800 Trader Experience

ABILITIES
- Bake Master's Cap
- Black Leather Belt
- Cloaked Dress
- Decorative Skirt
- Decorative Vest
- Flared Jacket
- Formal Gown
- Golden Bracelet
- Golden Symbol
- Intricate Dress
- Ithorian Black Leather Belt
- Ithorian Buckle Pants
- Ithorian Hemmed Skirt
- Ithorian Jazzy Jacket
- Ithorian Short Dress
- Ithorian Suit Belt
- Ithorian Widebuckle Belt
- Jewelry Setting
- Metal Band
- Robe
- Small Ithorian Chef Hat
- Suit Belt
- Suit Jacket
- Vested Jacket
- Widebuckle Belt
- Wookiee Sage's Hood

TAILOR: TAILORING II
44,800 Trader Experience

ABILITIES
- Clothing Assembly +20
- Clothing Experimentation +40
- Clothing Customization +20

MERCHANT: ADVERTISING II
20,000 Trader Experience

This allows the player the option of teaching their NPC vendors customized strings of text with which to greet potential customers. This option appears as a part of the Ad Barking menu.

MERCHANT: EFFICIENCY II
20,000 Trader Experience

At this skill level, the Merchant can maintain vendors for a reduced price.

ABILITIES
- Reduced Vendor Fees

MERCHANT: HIRING II
20,000 Trader Experience

ABILITIES
- Hiring +10

MERCHANT: MANAGEMENT II
20,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

CHEF: ENTREES III
57,600 Trader Experience

ABILITIES
- Ahrisa
- Gruuvan Shaal
- Havla
- Scrimpi

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CHEF: DESSERTS III
57,600 Trader Experience

ABILITIES
- Citros Snow Cake
- Gorrnar
- Kiwik Clusjo Swirl
- Pikatta Pie

CHEF: MIXOLOGY III
57,6,000 Trader Experience

ABILITIES
- Accarragm
- Garrmorl
- T'ssolok
- Vasarian Brandy

CHEF: COOKING III
57,600 Trader Experience

ABILITIES
- Food Assembly +20
- Food Experimentation +20

TAILOR: CASUAL WEAR III
57,600 Trader Experience

ABILITIES
- Cloak
- Cloak (Hood Up)
- Decorative Dress
- Double Robe
- High Quality Boots
- Ithorian Aquatic Pantaloon
- Ithorian Athletic Gear
- Ithorian Casual Shorts
- Ithorian Light Pullover
- Ithorian Racing Gear
- Ithorian Warm Jacket
- Large Headwrap
- Light Bustier
- Pleated Dress
- Small Bustier
- Sports Bustier
- Sunguard
- Thermal Boots
- Warm Hat
- Wookiee Padded Gloves
- Wookiee Smock

TAILOR: FIELD WEAR III
57,600 Trader Experience

ABILITIES
- Armor Padding
- Decorated Belt
- Desert Command Jacket
- Heavy Reinforced Jacket
- Ithorian Decorated Belt
- Ithorian Heavy Pants
- Ithorian Jungle Shorts
- Ithorian Mercenary Bandolier
- Ithorian Multipocket Bandolier
- Ithorian Spec-Ops Pack
- Ithorian Sports Pullover
- Ithorian Two-Strap Bandolier
- Mercenary Bandolier
- Multipocket Bandolier
- Padded Workpants
- Reinforced Pants
- Spec-Ops Duster
- Spec-Ops Pack
- Two-Strap Bandolier
- Wookiee Shoulder Pad

TAILOR: FORMAL WEAR III
57,600 Trader Experience

ABILITIES
- Band
- Decorative Headdress
- Decorative Waist Wrap
- Doctor's Dress
- Elegant Gemstone Necklace
- Elegant Gown
- Flared Cuff Shirt
- Formal Gown
- Heavy Crystal Symbol
- Ithorian Elegant Gemstone Necklace
- Ithorian Heavy Crystal Symbol
- Ithorian Heavy Jacket
- Ithorian Meshweave Pants
- Ithorian Patterned Skirt
- Ithorian Religious Cap
- Ithorian Silver Pendant
- Kitchen Master's Hat
- Lined Shorts
- Longsleeve Gown
- Puffy Ithorian Chef Hat
- Signet
- Silver Pendant
- Slacks
- Suit Shirt
- Trim Lined Shirt

TAILOR: TAILORING III
57,600 Trader Experience

ABILITIES
- Clothing Assembly +20
- Clothing Experimentation +40
- Clothing Customization +20

MERCHANT: ADVERTISING III
30,000 Trader Experience

This skill gives you the option to advertise your vendors on the planetary map. The option to Register Vendor on the planetary map appears in the Vendor Control menu.

MERCHANT: EFFICIENCY III
30,000 Trader Experience

At this skill level, you can list items on the global bazaar for a greatly reduced fee.

ABILITIES
- Vendor Item Limit +150
- Reduced Bazaar Fees

MERCHANT: HIRING III
30,000 Trader Experience

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT III
30,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

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DOMESTICS TRADER (CONT.)

CHEF: ENTREES IV
70,400 Trader Experience

ABILITIES
- Bivoli Tempari
- Rakriran Burnout Sauce
- Terratta
- Vegeparsine

CHEF: DESSERTS IV
70,400 Trader Experience

ABILITIES
- Cavaellin Creams
- Smuggler's Delight
- Sweesonberry Rolls
- Vagnerian Canape

CHEF: MIXOLOGY IV
70,400 Trader Experience

ABILITIES
- Bespin Port
- Elshandruu Pica Thundercloud
- T'illa-T'iil
- Vayerbok

CHEF: COOKING IV
70,400 Trader Experience

ABILITIES
- Food Assembly +20
- Food Experimentation +20

TAILOR: CASUAL WEAR IV
70,400 Trader Experience

ABILITIES
- Belted Vest
- Crested Vest
- Ithorian Comfort-Flex
- Ithorian Fade Dyed Shirt
- Ithorian Nath-Nath Ball Outfit
- Ithorian Tight Fit Jumpsuit
- Leather Trim Shirt
- Long Vest
- Pantaloons
- Pilot's Jacket
- Reinforced Pullover
- Short Skirt
- Short Vest
- Sleeveless Jacket
- Sports Wrap
- Strange Ithorian Pants
- Twi'lek Bone Crest
- Twi'lek Lekku Wrap
- Wooly Shirt

TAILOR: FIELD WEAR IV
70,400 Trader Experience

ABILITIES
- Cartridge Belt
- Crested Battle Padding
- Grenadier's Belt
- Gunman's Duster
- Heavy Gloves
- Infiltration Suit
- Infiltrator Leggings
- Ithorian Cartridge Belt
- Ithorian Grenadier's Belt
- Ithorian Heavy Pantaloon
- Ithorian Officer's Jacket
- Ithorian Plated Pantaloon
- Ithorian Technical Suit
- Long Uniform Gloves
- Paramilitary Camos
- Reinforced Jumpsuit

TAILOR: FORMAL WEAR IV
70,400 Trader Experience

ABILITIES
- Chef's Apron
- Comfortable Slacks
- Dignified Belt
- Dress Robe
- Dress Slacks
- Dress Uniform Jacket
- Exquisite Gown
- Fancy Belt
- Ithorian Apron
- Ithorian Ceremonial Garb
- Ithorian Dignified Belt
- Ithorian Fade Pattern Jacket
- Ithorian Fancy Belt
- Ithorian Khakis
- Ithorian Priest's Robe
- Ithorian Simplified Belt
- Ithorian Stately Necklace
- Long Formal Jacket
- Luxurious Gown
- Noble Skirt
- Patterned Slip Dress
- Refined Skirt
- Short Wrap
- Simplified Belt
- Stately Necklace
- Thin Pleated Skirt

TAILOR: TAILORING IV
70,400 Trader Experience

ABILITIES
- Clothing Assembly +20
- Clothing Experimentation +40
- Clothing Customization +20

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MERCHANT: ADVERTISING IV
40,000 Trader Experience

At this skill level, the cost to advertise on the planetary map is reduced by half.

ABILITIES
- Reduce Advertising Fees

MERCHANT: EFFICIENCY IV
40,000 Trader Experience

At this skill level, you can maintain structures for a reduced fee and place Merchant tents

ABILITIES
- Vendors +1
- Vendor Item Limit +150
- Place Merchant Tent
- Reduced Maintenance Fees

MERCHANT: HIRING IV
40,000 Trader Experience

At this skill level you gain the ability to customize your vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandoshan's inability to wear boots) still apply. Items given to vendors in this manner cannot be regained.

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT IV
40,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

MASTER CHEF
95,000 Trader Experience

The Master Chef can create the most delicious (and beneficial) foods available.

ABILITIES
- Food Assembly +10
- Food Experimentation +10
- Barrel
- Breath of Heaven
- Deneelian Fizz Pudding
- Flameout
- Heavy Food Additive
- Thakitillo
- Vercupti of Agazza Boleruuee
- Place Cantina

MASTER TAILOR
95,000 Trader Experience

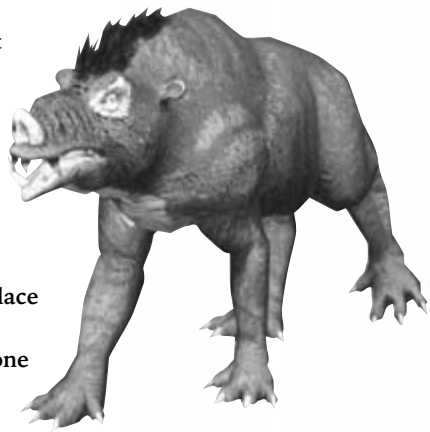
The Master Tailor has the widest range of customizable clothing one can find.

ABILITIES
- Clothing Assembly +10
- Clothing Experimentation +10
- Clothing Customization +55
- Bikini Leggings
- Exotic Leotard
- Extremely Revealing Skirt
- Fighter Flightsuit
- Gemstone Crest
- Grand Ball Gown
- Grand Healer's Robe
- Grand Mayoral Robe
- Grand Twi'lek Headpiece
- Heavy Flightsuit
- Immense Gemstone Necklace
- Ithorian Gemstone Crest
- Ithorian Immense Gemstone Necklace
- Ithorian Leather Gear
- Ithorian Mystic Shirt
- Ithorian Priest's Robe
- Lekku Ys'rak
- Low-Cut Top
- Metal Bikini
- Revealing Bikini
- Revealing Fleshwrap
- Revealing Top
- Robe of Honor
- Tactical Skinsuit
- Trader's Flightsuit
- Transport Flightsuit
- Twi'lek Noble Crest
- Winged Hawtpants

MASTER MERCHANT
65,000 Trader Experience

The Master Merchant is skilled at all forms of business and has the largest number of vendor types to choose from. At this level, you can run vendors for 60% of the normal maintenance cost.

ABILITIES
- Hiring +10
- Vendors +2
- Vendor Item Limit +1000
- Reduced Vendor Fees



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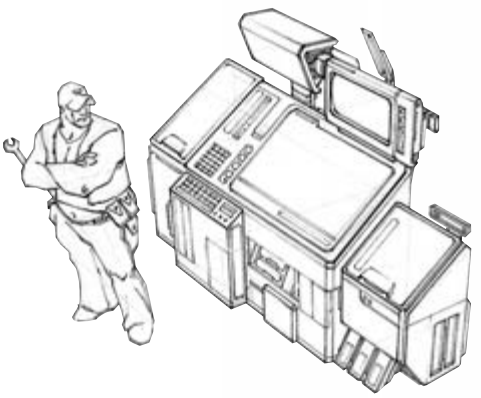
STRUCTURES TRADER

The Structures trade is your classic high-profit, low-volume line. If you see yourself as more of an engineer than a tinkerer — if you're truly hard core about crafting — this is the field for you. Once you reach the top tier of this field you'll be able to name your own price for a hot customized yacht or cruiser, or an exotic home or headquarters. In the meantime, however, you'll have to support yourself by producing and selling interesting furniture and ship upgrades, plus the occasional starter home or fighter.

Level	XP For Next	Total XP
Novice Artisan	100	100
Artisan: Surveying 1	500	600
Artisan: Business 1	500	1,100
Artisan: Surveying 2	2,500	3,600
Artisan: Business 2	1,000	4,600
Artisan: Surveying 3	5,000	9,600
Artisan: Business 3	3,000	12,600
Artisan: Surveying 4	10,000	22,600
Artisan: Business 4	6,000	28,600
Novice Merchant	5,000	33,600
Artisan: Engineering 1	500	34,100
Artisan: Engineering 2	1,000	35,100
Artisan: Engineering 3	3,000	38,100
Artisan: Engineering 4	6,000	44,100
Novice Architect	33,000	77,100
Novice Shipwright	30,000	107,100
Architect: Furniture 1	55,000	162,100
Architect: Construction 1	55,000	217,100
Architect: Installations 1	55,000	272,100
Architect: Buildings 1	55,000	327,100
Shipwright: Spaceframe Engineering 1	20,000	347,100
Shipwright: Propulsion Technology 1	20,000	367,100
Shipwright: Core Systems 1	20,000	387,100
Shipwright: Defense Systems 1	20,000	407,100
Merchant: Advertising 1	10,000	417,100
Merchant: Efficiency 1	10,000	427,100
Merchant: Hiring 1	10,000	437,100
Merchant: Management 1	10,000	447,100
Architect: Furniture 2	77,000	524,100
Architect: Construction 2	77,000	601,100
Architect: Installations 2	77,000	678,100
Architect: Buildings 2	77,000	755,100
Shipwright: Spaceframe Engineering 2	50,000	805,100
Shipwright: Propulsion Technology 2	50,000	855,100
Shipwright: Core Systems 2	50,000	905,100
Shipwright: Defense Systems 2	50,000	955,100
Merchant: Advertising 2	20,000	975,100
Merchant: Efficiency 2	20,000	995,100
Merchant: Hiring 2	20,000	1,015,100
Merchant: Management 2	20,000	1,035,100
Architect: Furniture 3	99,000	1,134,100
Architect: Construction 3	99,000	1,233,100
Architect: Installations 3	99,000	1,332,100
Architect: Buildings 3	99,000	1,431,100
Shipwright: Spaceframe Engineering 3	100,000	1,531,100
Shipwright: Propulsion Technology 3	100,000	1,631,100
Shipwright: Core Systems 3	100,000	1,731,100
Shipwright: Defense Systems 3	100,000	1,831,100
Merchant: Advertising 3	30,000	1,861,100
Merchant: Efficiency 3	30,000	1,891,100
Merchant: Hiring 3	30,000	1,921,100
Merchant: Management 3	30,000	1,951,100
Architect: Furniture 4	121,000	2,072,100
Architect: Construction 4	121,000	2,193,100
Architect: Installations 4	121,000	2,314,100
Architect: Buildings 4	121,000	2,435,100
Shipwright: Spaceframe Engineering 4	150,000	2,585,100
Shipwright: Propulsion Technology 4	150,000	2,735,100
Shipwright: Core Systems 4	150,000	2,885,100
Shipwright: Defense Systems 4	150,000	3,035,100
Merchant: Advertising 4	40,000	3,075,100
Merchant: Efficiency 4	40,000	3,115,100
Merchant: Hiring 4	40,000	3,155,100
Merchant: Management 4	40,000	3,195,100
Master Architect	150,000	3,345,100
Master Shipwright	200,000	3,545,100
Master Merchant	65,000	3,610,100



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NOVICE ARTISAN
100 Trader Experience

A Novice Artisan has the ability to find and extract the fundamental types of raw material used in item construction. He also has the ability to craft a limited number of starting items.

ABILITIES
- Surveying +20
- Armor Customization +20
- Artisan Assembly +20
- Artisan Experimentation +20
- Clothing Customization +20
- Ambient Solar Energy Surveying Tool
- Bofa Treat
- Casual Pants
- Casual Shoes
- CDEF Carbine
- CDEF Pistol
- CDEF Rifle
- Chance Cube
- Chemical Survey Device
- Element Dispersal Tuning Kit
- Fishing Pole
- Flora Survey Tool
- Gas Pocket Survey Device
- Generic Crafting Tool
- Generic Melee Weapon Kit
- High Power Barrel
- Mineral Survey Device
- Sample Resource
- Simple Shirt
- Six-Sided Dice Set
- Small Glass
- Spiced Tea
- Spiced Tea
- Survey Resources
- Survival Knife
- Tactical Grip
- Ten-Sided Dice Set
- Travel Biscuits
- Type 1 Firework
- Type 2 Firework
- Type 3 Firework
- Water Survey Device
- Weight Balancing Kit
- Wind Current Surveying Tool
- Wookiee Hide Jerkin

ARTISAN: SURVEYING I
500 Trader Experience

Each level of surveying increases the yield per sample, the chance to succeed at sampling, and the range the Artisan can survey.

ABILITIES
- Surveying +15

ARTISAN: BUSINESS I
500 Trader Experience

With the "Access Fees" skill, you may place an access fee on any public building you own. People who wish to use the building must pay the access fee to be granted access for a selected amount of time.

ABILITIES
- Access Fees

ARTISAN: SURVEYING II
2,500 Trader Experience

ABILITIES
- Surveying +20

ARTISAN: BUSINESS II
1,000 Trader Experience

The "Premium Auctions" ability allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

ABILITIES
- Premium Auctions

ARTISAN: SURVEYING III
5,000 Trader Experience

ABILITIES
- Surveying +20

ARTISAN: BUSINESS III
3,000 Trader Experience

At the "Business Ownership" skill level, you can place a vendor in any public structure you own. Initially you may only select a bulky machine-style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select "Create Vendor" from your structure's management terminal.

ABILITIES
- Vendors +1
- Hiring +10
- Vendor Item Limit +100

ARTISAN: SURVEYING IV
10,000 Trader Experience

ABILITIES
- Surveying +25

ARTISAN: BUSINESS IV
6,000 Trader Experience

At this skill level the Artisan earns more vendor types to choose from.

ABILITIES
- Vendors +1
- Hiring +10
- Vendor Item Limit +150

NOVICE MERCHANT
5,000 Trader Experience

A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, you earn the ability to place an NPC vendor of a random playable species. You also have the ability to place control vendors at any time.

ABILITIES
- Hiring +10
- Vendor Item Limit +500
- Vendors +1

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STRUCTURES TRADER (CONT.)

ARTISAN: ENGINEERING I

500 Trader Experience

Engineering involves the construction of machines and tools of various sorts.

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Burst Focusing Muzzle
- Clothing / Armor Crafting Tool
- Creature Habitat
- Droid Battery
- Food / Chemical Crafting Tool
- Hilt Reinforcement Kit
- Inertial Fluctuator Kit
- One Hundred-Sided Dice Set
- Starship Crafting Tool
- Structure and Furniture Crafting Tool
- Tuning Coupler
- Twelve-Sided Dice Set
- Twenty-Sided Dice Set
- Type 4 Firework
- Type 5 Firework
- Weapon, Droid, and General Item Crafting Tool
- Wood Staff

ARTISAN: ENGINEERING II

1,000 Trader Experience

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Armor Repair Tool
- Configurable Dice
- Grenade Wiring Kit
- Reinforced Combat Staff
- Surface Serration Kit
- Tactical Grip Kit
- Tactical Scope
- Type 10 Firework
- Weapon Repair Tool

ARTISAN: ENGINEERING III

3,000 Trader Experience

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Dagger
- Deed For: Micro Flora Farm
- Deed For: Personal Mineral Extractor
- Deed for: Wind Power Generator
- Fireworks Show Package
- Mine Explosives Kit
- Type 11 Firework

ARTISAN: ENGINEERING IV

6,000 Trader Experience

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Deed For: Personal Chemical Extractor
- Deed For: Personal Moisture Vaporator
- Deed For: Personal Natural Gas Processor
- Grenade Explosives Kit
- Heavy Axe
- Reinforced Stock
- Type 18 Firework

NOVICE ARCHITECT

33,000 Trader Experience

Architects can design and craft a wide variety of buildings, including houses, guildhalls and resource harvesters.

ABILITIES

- Structure Assembly +20
- Structure Experimentation +20
- Armoire
- Bookcase
- Chest
- Clothing / Armor Crafting Station
- Couch
- Deed: Equipment Factory
- Deed: Moisture Vaporator
- Deed: Small Corellia House
- Deed: Small Corellia House (Floorplan 2)
- Deed: Small Naboo House
- Deed: Small Tatooine House
- Fluidic Drilling Pump Unit
- Food / Chemical Crafting Station
- Generator Turbine
- Harvester Mechanism
- Large Potted Plant, Style One
- Light Ore Mining Unit
- Light Power Core Unit
- Love Seat
- Manufacturing Mechanism
- Ore Mining Unit
- Potted Tree, Style One
- Small Potted Plant, Style One
- Small Structure Storage Module
- Starship Crafting Station
- Structural Module
- Structure and Furniture Crafting Station
- Torch
- Wall Module
- Weapon, Droid, and General Item Crafting Station

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NOVICE SHIPWRIGHT

30,000 Trader Experience

A Shipwright can produce components and chassis deeds for many kinds of starfighters.

ABILITIES

- Advanced Assembly +10
- Advanced Component Experimentation +10
- Booster Assembly +10
- Booster Experimentation +20
- Chassis/Armor Reverse Engineering +1
- Chassis Assembly +10
- Chassis Experimentation +10
- Defense Reverse Engineering +1
- Engine Assembly +10
- Engine Experimentation +20
- Power Systems Experimentation +10
- Power Systems +10
- Propulsion Reverse Engineering +1
- Shields Assembly +10
- Shields Experimentation +10
- Systems Reverse Engineering +1
- Weapon Systems Experimentation +20
- Weapon Systems +10
- Armor Repair Kit
- Booster: Mark I
- Booster: Repair Kit
- Chaff Launcher
- Chaff Pack
- Chassis Repair Kit
- Component Analysis Tool (for Armor, Booster, Capacitor, Droid Interface, Engine, Reactor, Shields, Weapons)
- Conduit Repair Kit
- Droid Interface Repair Kit
- Droid Interface: Mark I
- Engine: Mark I
- Engine: Repair Kit
- Fusion Reactor: Mark I
- Light Deflector Shield Generator
- Mark I Durasteel Plating
- Reactor: Repair Kit
- Scyk Light Fighter Chassis blueprints (Style 1)
- Scyk Light Fighter Chassis blueprints (Style 2)
- Shield Repair Kit
- Texture Kit (Style 1)
- Texture Kit (Style 2)
- TIE Light Duty Fighter Chassis Blueprints
- Weapon Capacitor Repair Kit
- Weapon Repair Kit
- Weapon: Light Blaster
- Weapon: Light Disruptor
- Weapon: Light Ion Cannon
- Weapon: Proton Launcher
- Weapon: Proton Missile Pack
- Weapons Capacitor Mark I
- Z95 Space Chassis

ARCHITECT: FURNITURE I

55,000 Trader Experience

Each rank in Furniture gives you access to new types of home decoration schematics.

ABILITIES

- Structure Assembly +10
- Café Table
- Chair
- Cheap Café Table
- Divan
- End Table
- Futon
- Kitchen Chair
- Love Seat
- Metal Chair
- Ottoman
- Small Table
- Squared Metal Chair
- Tool Chest

ARCHITECT: CONSTRUCTION I

55,000 Trader Experience

Each rank in Construction Techniques gives you increased ability to craft quality structures and structure components.

ABILITIES

- Structure Experimentation +10
- Deed: Corellia Bank
- Deed: Merchant Tent
- Deed Naboo Bank
- Deed Tatooine Bank
- Gungan Head Statue
- Street Lamp

ARCHITECT: INSTALLATIONS I

55,000 Trader Experience

Each rank in Installations gives you access to new types of non-home structure schematics.

ABILITIES

- Deed: Wearables Factory
- Deed: Food Factory
- Deed: Structure Factory

ARCHITECT: BUILDINGS I

55,000 Trader Experience

Each rank in Building gives you access to new types of homes and structures.

ABILITIES

- Deed: Small Corellia House (Style 2)
- Deed: Small Corellia House (Style 2, Floorplan 2)
- Deed: Small Generic Planet House
- Deed: Small Generic Planet House (Floorplan 2)
- Deed: Small Naboo House (Style 2)
- Deed: Small Tatooine House (Style 2)
- Power Core Unit
- Structure Storage Module

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STRUCTURES TRADER (CONT.)

SHIPWRIGHT: SPACEFRAME ENGINEERING I

20,000 Trader Experience

A spaceframe engineer can produce chassis for starfighters.

ABILITIES

- Chassis Assembly +10
- Chassis Experimentation +10
- Chassis/Armor Reverse Engineering +2
- Armor Reinforcement Panel Mark I
- Dunelizard Chassis Blueprints (Style 1)
- Dunelizard Chassis Blueprints (Style 2)
- Mark II Durasteel Plating
- Mass Reduction Kit Mark I
- Texture Kit (Style 3)
- TIE Fighter Chassis Blueprints
- X-Wing Chassis Blueprints
- Y-Wing Chassis Blueprints

SHIPWRIGHT: PROPULSION TECHNOLOGY I

20,000 Trader Experience

A drive mechanic of this skill level can produce and work on simple starfighter engines and boosters.

ABILITIES

- Booster Assembly +10
- Booster Experimentation +10
- Engine Assembly +10
- Engine Experimentation +10
- Propulsion Reverse Engineering +2
- Booster: Mark II
- Booster: Overdriver Mark I
- Engine: Limiter Mark I
- Engine: Mark II
- Engine: Overdriver Mark I
- Extended Life Fuel Cell Mark I
- Fast Charge Fuel Cell Mark I
- Heavy Fuel Cell Mark I
- Mass Reduction Kit Mark I
- Upgraded Retro Thrusters Mark I

SHIPWRIGHT: CORE SYSTEMS I

20,000 Trader Experience

You can produce basic weapons, shields and power systems.

ABILITIES

- Advanced Assembly +10
- Advanced Ship Experimentation +10
- Power Systems Experimentation +10
- Power Systems +10
- Systems Reverse Engineering +2
- Capacitor Mark II
- Droid Brain Minimum Upgrade Mark I
- Droid Maintenance Reduction Kit Mark I
- Droid Interface Mark II
- Energy Saver Battery Mark I
- Extended Life Battery Mark I
- Fusion Reactor Mark II
- Heavy Battery Mark I
- Quick Recharge Battery Mark I
- Reactor: Limiter Mark I
- Reactor: Overcharger Mark I

SHIPWRIGHT: DEFENSE SYSTEMS I

20,000 Trader Experience

Starfighter engineers can build defense mechanisms of increasing quality.

ABILITIES

- Defense Reverse Engineering +2
- Shields Assembly +10
- Shields Experimentation +10
- Weapon Systems Experimentation +10
- Weapon Systems +10
- Armor Effectiveness Intensifier Mark I
- Sensor Decoy Launcher
- Sensor Decoy Pack
- Deflector Shields
- Maximum Damage Intensifier Mark I
- Minimum Damage Intensifier Mark I
- Quick Shot Upgrade Mark I
- Shield Effectiveness Intensifier Mark I
- Shield Energy Saver Kit Mark I
- Shield Intensifier Mark I
- Shield Limiter Mark I
- Shield Overcharger Mark I
- Speed Limiter Upgrade Mark I
- Weapon: Concussion Missile Mark I
- Weapon: Launcher Concussion Mark I
- Weapon: Mid-Grade Blaster
- Weapon: Mid-Grade Disruptor
- Weapon: Mid-Grade Ion Cannon

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MERCHANT: ADVERTISING I
10,000 Trader Experience

Merchants who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a customer approaches. This option appears under the Vendor Control menu.

MERCHANT: EFFICIENCY I
10,000 Trader Experience

At this skill level, you can list items on the global bazaar for a reduced fee (about 25 percent).

ABILITIES
- Reduced Bazaar Fees

MERCHANT: HIRING I
10,000 Trader Experience

As your Hiring skill mod increases, you gain the ability to place more interesting types of vendors. New terminals, droids and NPC options become available with each rank.

ABILITIES
- Hiring +20

MERCHANT: MANAGEMENT I
10,000 Trader Experience

Each rank in Management grants you the ability to place an additional vendor.

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

ARCHITECT: FURNITURE II
77,000 Trader Experience

ABILITIES
- Structure Assembly +20
- Armoire
- Bookcase
- Cabinet
- Café Chair
- Candle "Bestine"
- Candle "Coronet"
- Candle "Dearic"
- Candle "Theed"
- Candle "Restuss"
- Desk Lamp "Bantha"
- Desk Lamp "Rancor"
- Droid Detection Device
- Free-standing Lamp "Azeron"
- Free-standing Lamp "Blueleaf"
- Free-standing Lamp "Razorcoil"
- Free-standing Lamp "Tallbirch"
- Large Couch
- Love Seat
- Reclining Chair
- Small Bed
- Small Couch
- Table-top Lamp
- Table-top Lamp "Corellia"
- Table-top Lamp "Coruscant"
- Table-top Lamp "Naboo"
- Table-top Lamp "Tatooine"
- Toolchest
- Upholstered Chair
- Wooden Chair

ARCHITECT: CONSTRUCTION II
77,000 Trader Experience

Each rank in Construction Techniques gives you increased ability to craft quality structures and structure components.

ABILITIES
- Structure Experimentation +20
- Deed: Corellia Cloning Facility
- Deed: Corellia Shuttleport
- Deed: Naboo Cloning Facility
- Deed: Naboo Shuttleport
- Deed: Small Garden
- Deed: Tatooine Cloning Facility
- Deed: Tatooine Shuttleport
- Fountain

ARCHITECT: INSTALLATIONS II
77,000 Trader Experience

ABILITIES
- Deed: Mineral Mining Installation
- Deed: Solar Power Generator
- Deed: Natural Gas Processor
- Deed: Chemical Extractor
- Heavy Harvesting Mechanism
- Turbo Fluidic Drilling Pump Unit

ARCHITECT: BUILDINGS II
77,000 Trader Experience

ABILITIES
- Deed: Medium Corellia House
- Deed: Medium Naboo House
- Deed: Medium Tatooine House
- Deed: Small Generic Planet House (Style 2)
- Deed: Small Corellia House (Style 2, Floorplan 2)

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STRUCTURES TRADER (CONT.)

SHIPWRIGHT: SPACEFRAME ENGINEERING II

50,000 Trader Experience

ABILITIES

- Chassis Assembly +15
- Chassis Experimentation +15
- Chassis/Armor Reverse Engineering +2
- Armor Reinforcement Panel Mark II
- Kihraxz Light Fighter Chassis Blueprints (Style 1)
- Kihraxz Light Fighter Chassis Blueprints (Style 2)
- Kihraxz Light Fighter Chassis Blueprints (Style 3)
- Kihraxz Light Fighter Chassis Blueprints (Style 4)
- Kimogila Chassis Blueprints (Style 1)
- Kimogila Chassis Blueprints (Style 2)
- Mark III Durasteel Plating
- Mass Reduction Kit Mark II
- Texture Kit (Style 4)
- TIE/In Chassis Blueprints
- Y-Wing Longprobe Chassis Blueprints

SHIPWRIGHT: PROPULSION TECHNOLOGY II

50,000 Trader Experience

Now your skills expand to include mid-grade starfighter engines and boosters.

ABILITIES

- Booster Assembly +15
- Booster Experimentation +15
- Engine Assembly +15
- Engine Experimentation +15
- Propulsion Reverse Engineering +2
- Booster: Mark III
- Booster: Overdriver Mark II
- Engine: Limiter Mark II
- Engine: Mark III
- Engine: Overdriver Mark II
- Extended Life Fuel Cell Mark II
- Fast Charge Fuel Cell Mark II
- Fusion Reactor: Mark III
- Heavy Fuel Cell Mark II
- Mass Reduction Kit Mark II
- Upgraded Retro Thrusters Mark II

SHIPWRIGHT: CORE SYSTEMS II

50,000 Trader Experience

You produce mid-grade weapons, shields and power systems.

ABILITIES

- Advanced Assembly +15
- Advanced Ship Experimentation +15
- Power Systems Experimentation +15
- Power Systems +15
- Systems Reverse Engineering +2
- Capacitor Mark III
- Droid Brain Minimum Upgrade Mark II
- Droid Maintenance Reduction Kit Mark II
- Droid Interface Mark III
- Energy Saver Battery Mark II
- Extended Life Battery Mark II
- Fusion Reactor: Mark III
- Heavy Battery Mark II
- Quick Recharge Battery Mark II
- Reactor: Limiter Mark II
- Reactor: Overcharger Mark II

SHIPWRIGHT: DEFENSE SYSTEMS II

50,000 Trader Experience

ABILITIES

- Defense Reverse Engineering +2
- Shields Assembly +15
- Shields Experimentation +15
- Weapon Systems Experimentation +15
- Weapon Systems +15
- Armor Effectiveness Intensifier Mark II
- Heavy Deflector Shields
- Maximum Damage Intensifier Mark II
- Minimum Damage Intensifier Mark II
- Micro-Chaff Launcher
- Micro-Chaff Pack
- Quick Shot Upgrade Mark II
- Shield Effectiveness Intensifier Mark II
- Shield Energy Saver Kit Mark II
- Shield Intensifier Mark II
- Shield Limiter Mark II
- Shield Overcharger Mark II
- Speed Limiter Upgrade Mark II
- Weapon: Heavy Blaster
- Weapon: Heavy Disruptor
- Weapon: Heavy Ion Cannon
- Weapon: Image-Recognition Missile Mark I
- Weapon: Launcher Image-Recognition Mark I
- Weapon: Launcher Proton Mark II
- Weapon: Launcher Seismic Mark I
- Weapon: Proton Missile Mark II
- Weapon: Seismic Missile Mark I

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MERCHANT: ADVERTISING II
20,000 Trader Experience

This allows you the option of teaching your NPC vendors customized strings of text with which to greet potential customers. This option appears as a part of the Ad Barking menu.

MERCHANT: EFFICIENCY II
20,000 Trader Experience

At this skill level, you can maintain vendors for a reduced price.

ABILITIES
- Reduced Vendor Fees

MERCHANT: HIRING II
20,000 Trader Experience

ABILITIES
- Hiring +10

MERCHANT: MANAGEMENT II
20,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

ARCHITECT: FURNITURE III
99,000 Trader Experience

ABILITIES
- Structure Assembly +20
- Ballot Box Terminal
- Chair
- Chest
- Couch
- Data Terminal
- Large Bed

ARCHITECT: CONSTRUCTION III
99,000 Trader Experience

ABILITIES
- Structure Experimentation +20
- Deed: Corellia Cantina
- Deed: Corellia Garage
- Deed: Corellia Hospital
- Deed: Corellia Theater
- Deed: Medium Garden
- Deed: Naboo Cantina
- Deed: Naboo Garage
- Deed: Naboo Hospital
- Deed: Naboo Theater
- Deed: Tatooine Cantina
- Deed: Tatooine Garage
- Deed: Tatooine Hospital
- Deed: Tatooine Theater

ARCHITECT: INSTALLATIONS III
99,000 Trader Experience

ABILITIES
- Deed: Automated Flora Farm
- Deed: Deep Crust Chemical Extractor

ARCHITECT: BUILDINGS III
99,000 Trader Experience

ABILITIES
- Deed: Large Corellia House
- Deed: Large Naboo House
- Deed: Large Tatooine House
- Deed: Medium Generic Planet House

SHIPWRIGHT: SPACEFRAME ENGINEERING III
100,000 Trader Experience

ABILITIES
- Chassis Assembly +20
- Chassis Experimentation +20
- Chassis/Armor Reverse Engineering +2
- Armor Reinforcement Panel Mark III
- Ixiyen Fast Attack Craft Chassis Blueprints (Style 1)
- Blacks Ixiyen Fast Attack Craft Chassis Blueprints (Style 2)
- Ixiyen Fast Attack Craft Chassis Blueprints (Style 3)
- Ixiyen Fast Attack Craft Chassis Blueprints (Style 4)
- Mark IV Durasteel Plating
- Mass Reduction Kit Mark III
- Texture Kit (Style 5)
- TIE Bomber Chassis Blueprints
- TIE interceptor Chassis Blueprints
- X-Wing Chassis Blueprints

SHIPWRIGHT: PROPULSION TECHNOLOGY III
100,000 Trader Experience

This skill level lets you work on advanced starfighter engines and boosters.

ABILITIES
- Booster Assembly +20
- Booster Experimentation +20
- Engine Assembly +20
- Engine Experimentation +20
- Propulsion Reverse Engineering +2
- Booster: Mark IV
- Booster: Overdriver Mark III
- Engine: Limiter Mark III
- Engine: Mark IV
- Engine: Overdriver Mark III
- Extended Life Fuel Cell Mark III
- Fast Charge Fuel Cell Mark III
- Heavy Fuel Cell Mark III
- Mass Reduction Kit Mark III
- Upgraded Retro Thrusters Mark III

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STRUCTURES TRADER (CONT.)

SHIPWRIGHT: CORE SYSTEMS III
100,000 Trader Experience

You can craft advanced weapons, shields and power systems.

ABILITIES
- Advanced Assembly +20
- Advanced Ship Experimentation +20
- Power Systems Experimentation +20
- Power Systems +20
- Systems Reverse Engineering +2
- Capacitor Mark IV
- Droid BraMinimum Upgrade Mark III
- Droid Maintenance Reduction Kit Mark III
- Droid Interface Mark IV
- Energy Saver Battery Mark III
- Extended Life Battery Mark III
- Fusion Reactor: Mark IV
- Heavy Battery Mark III
- Quick Recharge Battery Mark III
- Reactor: Limiter Mark III
- Reactor: Overcharger Mark III

SHIPWRIGHT: DEFENSE SYSTEMS III
100,000 Trader Experience

ABILITIES
- Defense Reverse Engineering +2
- Shields Assembly +20
- Shields Experimentation +20
- Weapon Systems Experimentation +20
- Weapon Systems +20
- Advanced Deflector Shields
- Armor Effectiveness Intensifier Mark III
- EM Emitter Launcher
- EM Emitter Pack
- Maximum Damage Intensifier Mark III
- Minimum Damage Intensifier Mark III
- Quick Shot Upgrade Mark III
- Shield Effectiveness Intensifier Mark III
- Shield Energy Saver Kit Mark III
- Shield Intensifier Mark III
- Shield Limiter Mark III
- Shield Overcharger Mark III
- Speed Limiter Upgrade Mark III
- Weapon: Advanced Blaster
- Weapon: Advanced Disruptor
- Weapon: Advanced Ion Cannon
- Weapon: Concussion Missile Pack Mark II
- Weapon: Launcher Concussion Mark II
- Weapon: Launcher Spacebomb Mark I
- Weapon: Spacebomb Missile Pack Mark I

MERCHANT: ADVERTISING III
30,000 Trader Experience

This skill gives you the option to advertise your vendors on the planetary map. This option appears in the Vendor Control menu.

MERCHANT: EFFICIENCY III
30,000 Trader Experience

At this skill level, the Merchant can list items on the global bazaar for a greatly reduced fee.

ABILITIES
- Vendor Item Limit +150
- Reduced Bazaar Fees

MERCHANT: HIRING III
30,000 Trader Experience

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT III
30,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

ARCHITECT: FURNITURE IV
121,000 Trader Experience

ABILITIES
- Structure Assembly +20
- Café Table
- Data Terminal
- Dining Table
- End Table
- Small Modern End Table
- Sofa Chair
- Table

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ARCHITECT: CONSTRUCTION IV
121,000 Trader Experience

ABILITIES
- Structure Experimentation +20
- Deed: Corellia City Hall
- Deed: Naboo City Hall
- Deed: Tatooine City Hall
- Deed: Large Garden

ARCHITECT: INSTALLATIONS IV
121,000 Trader Experience

ABILITIES
- Deed: Fusion Power Generator
- Deed: Heavy Mineral Mining Installation
- Deed: Heavy Natural Gas Processor
- Deed: High Capacity Flora Farm
- Deed: High Efficiency Moisture Vaporator

ARCHITECT: BUILDING IV
121,000 Trader Experience

ABILITIES
- Deed: Medium Generic Planet House (Style 2)
- Deed: Large Corellia House (Style 2)
- Deed: Large Generic Planet House
- Deed: Large Generic Planet House (Style 2)

SHIPWRIGHT: SPACEFRAME ENGINEERING IV
150,000 Trader Experience

ABILITIES
- Chassis Assembly +20
- Chassis Experimentation +20
- Engineering Reverse Engineering +2
- Armor Reinforcement Panel Mark IV
- A-Wing Chassis Blueprints
- Rihkxyrk Attack Ship Chassis Blueprints (Styles 1-4)
- Mark V Durasteel Plating
- Mass Reduction Kit Mark IV
- Texture Kit (Style 6)
- TIE Advanced Chassis Blueprints
- TIE Aggressor Chassis Blueprints

SHIPWRIGHT: PROPULSION TECHNOLOGY IV
150,000 Trader Experience

Finally, this skill level lets you work on all types of starfighter engines and boosters.

ABILITIES
- Booster Assembly +20
- Booster Experimentation +20
- Engine Assembly +20
- Engine Experimentation +20
- Propulsion Reverse Engineering +2
- Booster: Mark V
- Booster: Overdriver Mark IV
- Engine: Limiter Mark IV
- Engine: Mark V
- Engine: Overdriver Mark IV
- Extended Life Fuel Cell Mark IV
- Fast Charge Fuel Cell Mark IV
- Heavy Fuel Cell Mark IV
- Mass Reduction Kit Mark IV
- Upgraded Retro Thrusters Mark IV

SHIPWRIGHT: CORE SYSTEMS IV
150,000 Trader Experience

You can now produce all kinds of weapons, shields and power systems.

ABILITIES
- Advanced Assembly +20
- Advanced Ship Experimentation +20
- Power Systems Experimentation +20
- Power Systems +20
- Systems Reverse Engineering +2
- Capacitor Mark V
- Droid Brain Minimum Upgrade Mark IV
- Droid Maintenance Reduction Kit Mark IV
- Droid Interface Mark V
- Energy Saver Battery Mark IV
- Extended Life Battery Mark IV
- Fusion Reactor: Mark V
- Heavy Battery Mark IV
- Quick Recharge Battery Mark IV
- Reactor: Limiter Mark IV
- Reactor: Overcharger Mark IV

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STRUCTURES TRADER (CONT.)

SHIPWRIGHT: DEFENSE SYSTEMS IV
150,000 Trader Experience

ABILITIES
- Defense Reverse Engineering +2
- Shields Assembly +20
- Shields Experimentation +20
- Weapon Systems Experimentation +20
- Weapon Systems +20
- Armor Effectiveness Intensifier Mark IV
- IFF Confuser Launcher
- IFF Confuser Pack
- Experimental Deflector Shields
- Maximum Damage Intensifier Mark IV
- Minimum Damage Intensifier Mark IV
- Quick Shot Upgrade Mark IV
- Shield Effectiveness Intensifier Mark IV
- Shield Energy Saver Kit Mark IV
- Shield Intensifier Mark IV
- Shield Limiter Mark IV
- Shield Overcharger Mark IV
- Speed Limiter Upgrade Mark IV
- Weapon: Experimental Blaster
- Weapon: Experimental Disruptor
- Weapon: Experimental Ion Cannon
- Weapon: Launcher Proton Mark III
- Weapon: Launcher Seismic Mark II
- Weapon: Proton Missile Mark III
- Weapon: Seismic Missile Mark II

MERCHANT: ADVERTISING IV
40,000 Trader Experience

At this skill level, the cost to advertise on the planetary map is reduced by half.

ABILITIES
- Reduce Advertising Fees

MERCHANT: EFFICIENCY IV
40,000 Trader Experience

At this skill level, the Merchant can maintain structures for a reduced fee and place Merchant tents.

ABILITIES
- Vendors +1
- Vendor Item Limit +150
- Place Merchant Tent
- Reduced Maintenance Fees

MERCHANT: HIRING IV
40,000 Trader Experience

At this skill level you gain the ability to customize your vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandoshan's inability to wear boots) still apply. Items given to vendors in this manner cannot be regained.

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT IV
40,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

MASTER ARCHITECT
150,000 Trader Experience

The Master Architect is able to create a wide range of structures for any want or need.

ABILITIES
- Structure Assembly +10
- Structure Experimentation +10
- Armoire
- Bookcase
- Café Table
- Chair
- Chest
- Couch
- Deed: Corellian Guild Hall
- Deed: Dantooine Meditation Area (Garden)
- Deed: Dathomir Obelisk (Garden)
- Deed: Endor Huts (Garden)
- Deed: Generic Planet Guild Hall
- Deed: Naboo Guild Hall
- Deed: Tatooine Guild Hall
- End Table
- Love Seat

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MASTER SHIPWRIGHT

200,000 Trader Experience

A Master Shipwright can produce all starfighter chassis and related weapon, shield and power components.

ABILITIES

- Advanced Component Experimentation +25
- Booster Experimentation +25
- Chassis Assembly +25
- Chassis Experimentation +25
- Chassis/Armor Reverse Engineering +1
- Defense Reverse Engineering +1
- Engine Experimentation +25
- Power Systems Experimentation +25
- Propulsion Reverse Engineering +1
- Shield Experimentation +25
- Systems Reverse Engineering +1
- Weapon System Experimentation +25
- Armor Effectiveness Intensifier Mark V
- Armor Reinforcement Panel Mark V
- Booster: Overdriver Mark V
- B-Wing
- Decimator
- Droid Brain Minimum Upgrade Mark V
- Droid Maintenance Reduction Kit Mark V
- Energy Saver Battery Mark V
- Engine: Limiter Mark V
- Engine: Overdriver Mark V
- Extended Life Battery Mark V
- Extended Life Fuel Cell Mark V
- Fast Charge Fuel Cell Mark V
- Heavy Battery Mark V
- Heavy Fuel Cell Mark V
- Mass Reduction Kit Mark V
- Minimum Damage Intensifier Mark V
- Quick Recharge Battery Mark V
- Quick Shot Upgrade Mark V
- Reactor: Limiter Mark V
- Reactor: Overcharger Mark V
- Shield Effectiveness Intensifier Mark V
- Shield Energy Saver Kit Mark V
- Shield Intensifier Mark V
- Shield Limiter Mark V
- Shield Overcharger Mark V
- Speed Limiter Upgrade Mark V
- TIE Oppressor
- Upgraded Retro Thrusters Mark V
- Weapon: Concussion Missile Mark III
- Weapon: Imagerec Missile Mark II
- Weapon: Launcher Concussion Mark III
- Weapon: Launcher Imagerec Mark II
- Weapon: Launcher Proton Mark IV
- Weapon: Launcher Seismic Mark III
- Weapon: Proton Missile Mark IV
- Weapon: Seismic Missile Mark III
- YKl37R
- YT1300

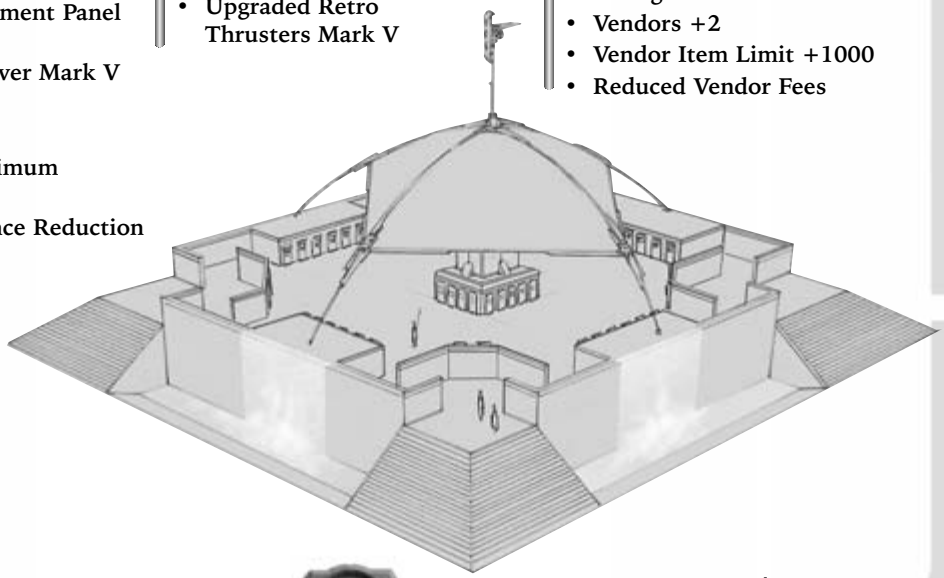
MASTER MERCHANT

65,000 Trader Experience

The Master Merchant is skilled at all forms of business and has the largest number of vendor types to choose from. At this level, you can run vendors for 60% of the normal maintenance cost.

ABILITIES

- Hiring +10
- Vendors +2
- Vendor Item Limit +1000
- Reduced Vendor Fees



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MUNITIONS TRADER

This is the golden road, the bread and butter of the Trader's art. Everybody needs armor and weapons, at all levels and all the time. There's absolutely no shortage of customers for these goods.

Unfortunately, there's no shortage of Traders for these goods either, and your biggest worry is that your location will get glutted with shops of a certain level, and your vendors will get overlooked in the crowd. You'll need to get creative to set up shop where your products are really needed, or you'll need to get creative in promoting yourself aggressively. This is a branch that not only needs to be played, it definitely needs to be roleplayed.

Level	XP For Next	Total XP
Novice Artisan	100	100
Artisan: Surveying 1	500	600
Artisan: Business 1	500	1,100
Artisan: Surveying 2	2,500	3,600
Artisan: Business 2	1,000	4,600
Artisan: Surveying 3	5,000	9,600
Artisan: Business 3	3,000	12,600
Artisan: Surveying 4	10,000	22,600
Artisan: Business 4	6,000	28,600
Novice Merchant	5,000	33,600
Artisan: Engineering 1	500	34,100
Artisan: Engineering 2	1,000	35,100
Artisan: Engineering 3	3,000	38,100
Artisan: Engineering 4	6,000	44,100
Novice Weaponsmith	21,000	65,100
Novice Armorsmith	16,800	81,900
Weaponsmith: Melee Weapons 1	35,000	116,900
Weaponsmith: Firearms 1	35,000	151,900
Weaponsmith: Munitions 1	35,000	186,900
Weaponsmith: Weapon Crafting Techniques 1	35,000	221,900
Armorsmith: Personal Armor Appearance 1	28,000	249,900
Armorsmith: Layers 1	28,000	277,900
Armorsmith: Deflectors 1	28,000	305,900
Armorsmith: Armor Crafting Techniques 1	28,000	333,900
Merchant: Advertising 1	10,000	343,900
Merchant: Efficiency 1	10,000	353,900
Merchant: Hiring 1	10,000	363,900
Merchant: Management 1	10,000	373,900
Weaponsmith: Melee Weapons 2	49,000	422,900
Weaponsmith: Firearms 2	49,000	471,900
Weaponsmith: Munitions 2	49,000	520,900
Weaponsmith: Weapon Crafting Techniques 2	49,000	569,900
Armorsmith: Personal Armor Appearance 2	39,200	609,100
Armorsmith: Layers 2	39,200	648,300
Armorsmith: Deflectors 2	39,200	687,500
Armorsmith: Armor Crafting Techniques 2	39,200	726,700
Merchant: Advertising 2	20,000	746,700
Merchant: Efficiency 2	20,000	766,700
Merchant: Hiring 2	20,000	786,700
Merchant: Management 2	20,000	806,700
Weaponsmith: Melee Weapons 3	63,000	869,700
Weaponsmith: Firearms 3	63,000	932,700
Weaponsmith: Munitions 3	63,000	995,700
Weaponsmith: Weapon Crafting Techniques 3	63,000	1,058,700
Armorsmith: Personal Armor Appearance 3	50,400	1,109,100
Armorsmith: Layers 3	50,400	1,159,500
Armorsmith: Deflectors 3	50,400	1,209,900
Armorsmith: Armor Crafting Techniques 3	50,400	1,260,300
Merchant: Advertising 3	30,000	1,290,300
Merchant: Efficiency 3	30,000	1,320,300
Merchant: Hiring 3	30,000	1,350,300
Merchant: Management 3	30,000	1,380,300
Weaponsmith: Melee Weapons 4	77,000	1,457,300
Weaponsmith: Firearms 4	77,000	1,534,300
Weaponsmith: Munitions 4	77,000	1,611,300
Weaponsmith: Weapon Crafting Techniques 4	77,000	1,688,300
Armorsmith: Personal Armor Appearance 4	61,600	1,749,900
Armorsmith: Layers 4	61,600	1,811,500
Armorsmith: Deflectors 4	61,600	1,873,100
Armorsmith: Armor Crafting Techniques 4	61,600	1,934,700
Merchant: Advertising 4	40,000	1,974,700
Merchant: Efficiency 4	40,000	2,014,700
Merchant: Hiring 4	40,000	2,054,700
Merchant: Management 4	40,000	2,094,700
Master Weaponsmith	95,000	2,189,700
Master Armorsmith	80,000	2,269,700
Master Merchant	65,000	2,334,700

Armor Abbreviations

BCx2	Left & Right Biceps
BL	Belt
BN	Bandolier
BRx2	Left & Right Bracers
BT	Boots
CH	Chest Plate
HL	Helmet
GL	Gloves
LG	Leggings
SH	Shirt

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NOVICE ARTISAN
100 Trader Experience

A Novice Artisan has the ability to find and extract the fundamental types of raw material used in item construction. He also has the ability to craft a limited number of starting items.

ABILITIES
- Surveying +20
- Armor Customization +20
- Artisan Assembly +20
- Artisan Experimentation +20
- Clothing Customization +20
- Ambient Solar Energy Surveying Tool
- Bofa Treat
- Casual Pants
- Casual Shoes
- CDEF Carbine
- CDEF Pistol
- CDEF Rifle
- Chance Cube
- Chemical Survey Device
- Element Dispersal Tuning Kit
- Fishing Pole
- Flora Survey Tool
- Gas Pocket Survey Device
- Generic Crafting Tool
- Generic Melee Weapon Kit
- High Power Barrel
- Mineral Survey Device
- Sample Resource
- Simple Shirt
- Six-Sided Dice Set
- Small Glass
- Spiced Tea
- Spiced Tea
- Survey Resources
- Survival Knife
- Tactical Grip
- Ten-Sided Dice Set
- Travel Biscuits
- Type 1 Firework
- Type 2 Firework
- Type 3 Firework
- Water Survey Device
- Weight Balancing Kit
- Wind Current Surveying Tool
- Wookiee Hide Jerkin

ARTISAN: SURVEYING I
500 Trader Experience

Each level of surveying increases the yield per sample, the chance to succeed at sampling, and the range the Artisan can survey.

ABILITIES
- Surveying +15

ARTISAN: BUSINESS I
500 Trader Experience

With the "Access Fees" skill, you may place an access fee on any public building you own. People who wish to use the building must pay the access fee to be granted access for a selected amount of time.

ABILITIES
- Access Fees

ARTISAN: SURVEYING II
2,500 Trader Experience

ABILITIES
- Surveying +20

ARTISAN: BUSINESS II
1,000 Trader Experience

The "Premium Auctions" ability allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

ABILITIES
- Premium Auctions

ARTISAN: SURVEYING III
5,000 Trader Experience

ABILITIES
- Surveying +20

ARTISAN: BUSINESS III
3,000 Trader Experience

At the "Business Ownership" skill level, you can place a vendor in any public structure you own. Initially the Artisan may only select a bulky machine-style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select "Create Vendor" from your structure's management terminal.

ABILITIES
- Vendors +1
- Hiring +10
- Vendor Item Limit +100

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MUNITIONS TRADER (CONT.)

ARTISAN: SURVEYING IV
10,000 Trader Experience

ABILITIES
- Surveying +25

ARTISAN: BUSINESS IV
6,000 Trader Experience

At this skill level the Artisan earns more vendor types to choose from.

ABILITIES
- Vendors +1
- Hiring +10
- Vendor Item Limit +150

NOVICE MERCHANT
5,000 Trader Experience

A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, you earn the ability to place an NPC vendor of a random playable species. You also have the ability to place control vendors at any time.

ABILITIES
- Hiring +10
- Vendor Item Limit +500
- Vendors +1

ARTISAN: ENGINEERING I
500 Trader Experience

Engineering involves the construction of a variety of mechanical devices.

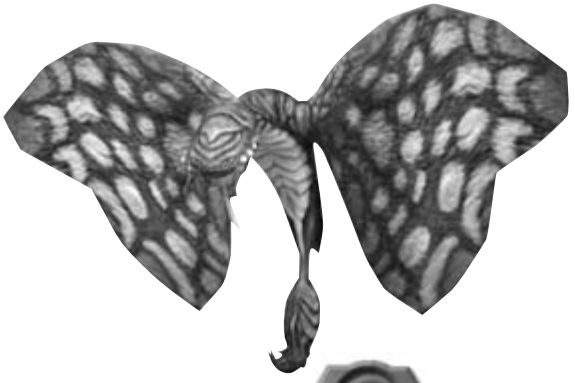
ABILITIES
- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Burst Focusing Muzzle
- Clothing / Armor Crafting Tool
- Creature Habitat
- Droid Battery
- Food / Chemical Crafting Tool
- Hilt Reinforcement Kit
- Inertial Fluctuator Kit
- One Hundred-Sided Dice Set
- Starship Crafting Tool
- Structure and Furniture Crafting Tool
- Tuning Coupler
- Twelve-Sided Dice Set
- Twenty-Sided Dice Set
- Type 4 Firework
- Type 5 Firework
- Weapon, Droid, and General Item Crafting Tool
- Wood Staff

ARTISAN: ENGINEERING II
1,000 Trader Experience

ABILITIES
- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Armor Repair Tool
- Configurable Dice
- Grenade Wiring Kit
- Reinforced Combat Staff
- Surface Serration Kit
- Tactical Grip Kit
- Tactical Scope
- Type 10 Firework
- Weapon Repair Tool

ARTISAN: ENGINEERING III
3,000 Trader Experience

ABILITIES
- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Dagger
- Deed For: Micro Flora Farm
- Deed For: Personal Mineral Extractor
- Deed for: Wind Power Generator
- Fireworks Show Package
- Mine Explosives Kit
- Type 11 Firework



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ARTISAN: ENGINEERING IV
6,000 Trader Experience

ABILITIES
- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Deed For: Personal Chemical Extractor
- Deed For: Personal Moisture Vaporator
- Deed For: Personal Natural Gas Processor
- Grenade Explosives Kit
- Heavy Axe
- Reinforced Stock
- Type 18 Firework

NOVICE WEAPONSMITH
21,000 Trader Experience

The Weaponsmith can craft a wide variety of dangerous weapons out of raw materials.

ABILITIES
- Weapon Assembly +10
- Weapon Experimentation +10
- Blade Vibro Unit
- Blaster Power-Handler
- Blaster-Pistol Barrel
- C12 Fragmentation Grenade
- D18 Pistol
- DLT20 Rifle
- Light Warhead Mechanism
- Metal Staff
- Projectile Feed Mechanism
- Projectile Pistol Barrel
- Reinforcement Core
- Rifle Stock
- Sword
- Sword Core
- Warhead Fusing Mechanism
- Weapon Scope
- Weapon Upgrade Kit

NOVICE ARMORSMITH
16,800 Trader Experience

The Armorsmith can craft resilient protective clothing out of base materials. The Novice Armorsmith begins to learn the secrets needed for crafting master armor.

ABILITIES
- Armor Assembly +10
- Armor Customization +20
- Armor Experimentation +10
- Armor Upgrade Kit
- Assault Armor Segment
- Basic Assault, Battle and Reconnaissance Cores
- Battle Armor Segment
- Bone Armor Appearance (BT, CH,GL, HL, BCx2, BRx2, LG)
- Mabari Armor Appearance (BL, BT, CH, GL, HL, LG)
- Reconnaissance Armor Segment

WEAPONSMITH: MELEE WEAPONS I
35,000 Trader Experience

This teaches the Weaponsmith how to make more complex melee weapons.

ABILITIES
- Lance
- Gaderiffi Baton
- Two-Handed Axe

WEAPONSMITH: FIREARMS I
35,000 Trader Experience

This grants the Weaponsmith knowledge of how to make more complex firearms.

ABILITIES
- Blaster-Rifle Barrel
- Chemical Dispersion Mechanism
- DH17 Carbine
- DL44 Pistol
- DLT20a Rifle
- Projectile Rifle Barrel
- Scout Blaster

WEAPONSMITH: MUNITIONS I
35,000 Trader Experience

This teaches the Weaponsmith how to make explosives.

ABILITIES
- C22 Fragmentation Warhead
- Chemical Warhead
- DRX Mine
- Medium Warhead Mechanism

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES I
35,000 Trader Experience

This grants improved ability in the skills needed to craft all types of weapons.

ABILITIES
- Weapon Assembly +10
- Weapon Experimentation +10

ARMORSMITH: PERSONAL ARMOR APPEARANCE I
28,000 Trader Experience

This teaches the Armorsmith the skills to make personal armor protection.

ABILITIES
- Chitin Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)
- Kashyyykian Ceremonial Armor Appearance (CH, BRx2, LG)

ARMORSMITH: LAYERS I
28,000 Trader Experience

This grants the knowledge to make heavy armor layers, used in advanced armor types.

ABILITIES
- Heat Protection Armor Layer
- Energy Protection Armor Layer

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MUNITIONS TRADER (CONT.)

ARMORSMITH: DEFLECTORS I
28,000 Trader Experience

This teaches the Armorsmith to make basic deflectors and gives some schematics (but not the ability to make PSGs).

ABILITIES
- Deflector Shield Generator — Particle
- Deflector Shield Generator — Energy Ray
- Deflector Shield Emitter Assembly
- Deflector Shield Projector Plate

ARMORSMITH: ARMOR CRAFTING TECHNIQUES I
28,000 Trader Experience

This grants the knowledge to make more complex armor components and completed armor suits.

ABILITIES
- Armor Assembly +10
- Armor Customization +20
- Armor Experimentation +10
- Standard Reconnaissance Core

MERCHANT: ADVERTISING I
10,000 Trader Experience

Merchants who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a customer approaches. This option appears under the Vendor Control menu.

MERCHANT: EFFICIENCY I
10,000 Trader Experience

At this skill level, you can list items on the global bazaar for a reduced fee (about 25 percent).

ABILITIES
- Reduced Bazaar Fees

MERCHANT: HIRING I
10,000 Trader Experience

As your Hiring skill mod increases, you gain the ability to place more interesting types of vendors. New terminals, droids and NPC options become available with each rank.

ABILITIES
- Hiring +20

MERCHANT: MANAGEMENT I
10,000 Trader Experience

Each rank in Management grants you the ability to place an additional vendor.

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

WEAPONSMITH: MELEE WEAPONS II
49,000 Trader Experience

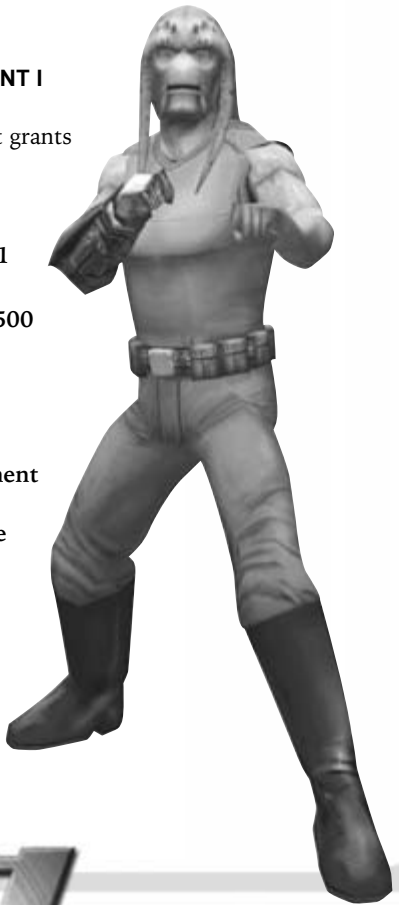
ABILITIES
- Advanced Reinforcement Core
- Advanced Sword Core
- Curved Sword
- Vibro Knuckler

WEAPONSMITH: FIREARMS II
49,000 Trader Experience

ABILITIES
- DH17 Short Carbine
- DL44 Metal Pistol
- FWG5 Pistol
- Striker Pistol
- Tusken Rifle

WEAPONSMITH: MUNITIONS II
49,000 Trader Experience

ABILITIES
- CryoBan Grenade
- Glop Grenade
- Heavy Warhead Mechanism
- Warhead Stabilizing Devices



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WEAPONSMITH: WEAPON CRAFTING TECHNIQUES II
49,000 Trader Experience

ABILITIES
- Weapon Assembly +15
- Weapon Experimentation +15

ARMORSMITH: PERSONAL ARMOR APPEARANCE II
39,200 Trader Experience

This improves the Armorsmith's skills to add appearances while crafting personal armor protection.

ABILITIES
- Ithorian Guardian Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)
- Padded Armor Appearance (BL, BT, CH, GL, HL,BCx2, BRx2, LG)
- Tantel Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)

ARMORSMITH: LAYERS II
39,200 Trader Experience

Improves the Armorsmith's ability to make layers that can be added to heavy armors.

ABILITIES
- Cold Protection Armor Layer
- Electrical Protection Armor Layer

ARMORSMITH: DEFLECTORS II
39,200 Trader Experience

Improves the Armorsmith's ability to make basic, Level 1 PSGs.

ABILITIES
- Personal Shield Generator Mark 1

ARMORSMITH: ARMOR CRAFTING TECHNIQUES II
39,200 Trader Experience

ABILITIES
- Armor Assembly +15
- Armor Customization +20
- Armor Experimentation +15
- Standard Battle Core

MERCHANT: ADVERTISING II
20,000 Trader Experience

This gives you the option of teaching your NPC vendors customized strings of text to greet potential customers. This option appears as a part of the Ad Barking menu.

MERCHANT: EFFICIENCY II
20,000 Trader Experience

At this skill level, the Merchant can maintain vendors for a reduced price.

ABILITIES
- Reduced Vendor Fees

MERCHANT: HIRING II
20,000 Trader Experience

ABILITIES
- Hiring +10

MERCHANT: MANAGEMENT II
20,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

WEAPONSMITH: MELEE WEAPONS III
63,000 Trader Experience

ABILITIES
- Advanced Vibro Blade Unit
- Ryyk Blade
- Two-Handed Curved Sword
- Vibro Blade

WEAPONSMITH: FIREARMS III
63,000 Trader Experience

ABILITIES
- Advanced Blaster Pistol Barrel
- Advanced Blaster Power Handler
- Advanced Projectile Feed Mechanism
- Advanced Projectile Pistol Barrel
- Advanced Weapon Scope
- Advanced Weapon Stock
- Blaster-Pistol Barrel
- DH17 Pistol
- E11 Carbine
- E11 Rifle
- Launcher Pistol
- Power 5 Pistol
- Scatter Pistol
- SG82 Rifle

WEAPONSMITH: MUNITIONS III
63,000 Trader Experience

ABILITIES
- Thermal Detonator
- XG Mine

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MUNITIONS TRADER (CONT.)

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES III
63,000 Trader Experience

ABILITIES
- Weapon Assembly +20
- Weapon Experimentation +20

ARMORSMITH: PERSONAL ARMOR APPEARANCE III
50,400 Trader Experience

ABILITIES
- Ithorian Sentinel Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)
- Kashyyyk Black Mountain Armor Appearance (CH, BRx2, LG)
- Ubese Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG, BN, SH)

ARMORSMITH: LAYERS III
50,400 Trader Experience

This improves the Armorsmith's ability to make layers for heavy armors.

ABILITIES
- Acid Protection Armor Layer
- Kinetic Protection Armor Layer

ARMORSMITH: DEFLECTORS III
50,400 Trader Experience

This improves the Armorsmith's ability to make basic, Level 2 PSGs.

ABILITIES
- Personal Shield Generator Mark 2

ARMORSMITH: ARMOR CRAFTING TECHNIQUES III
50,400 Trader Experience

ABILITIES
- Armor Assembly +20
- Armor Customization +20
- Armor Experimentation +20
- Standard Assault Core

MERCHANT: ADVERTISING III
30,000 Trader Experience

This skill gives you the option to advertise your vendors on the planetary map. This option appears in the Vendor Control menu.

MERCHANT: EFFICIENCY III
30,000 Trader Experience

At this skill level, the Merchant can list items on the global bazaar for a greatly reduced fee.

ABILITIES
- Vendor Item Limit +150
- Reduced Bazaar Fees

MERCHANT: HIRING III
30,000 Trader Experience

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT III
30,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

WEAPONSMITH: MELEE WEAPONS IV
77,000 Trader Experience

ABILITIES
- Stun Baton
- Two-Handed Cleaver
- Vibro Axe
- Vibro Lance

WEAPONSMITH: FIREARMS IV
77,000 Trader Experience

ABILITIES
- • Advanced Blaster Rifle Barrel
- Advanced Chemical Dispersion Mechanism
- Advanced Projectile Rifle Barrel
- Beam Rifle
- EE3 Carbine
- Heavy Partical Beam Cannon
- Laser Carbine
- Laser Rifle
- Lightning Beam Cannon
- Lightning Cannon
- Spray Stick
- SR Combat Pistol

WEAPONSMITH: MUNITIONS IV
77,000 Trader Experience

ABILITIES
- Proton Grenade
- Anti-Vehicular Mine

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES IV
77,000 Trader Experience

ABILITIES
- Weapon Assembly +20
- Weapon Experimentation +20

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ARMORSMITH: PERSONAL ARMOR APPEARANCE IV
61,600 Trader Experience

ABILITIES
- Composite Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)
- Ithorian Defender Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)
- Marauder Battle Armor Appearance (BT, CH, GL, HL, BCx2, BRx2, LG)

ARMORSMITH: LAYERS IV
61,600 Trader Experience

Improves the Armorsmith's ability to make layers for heavy armors.

ABILITIES
- Advanced Armor Layer Primus
- Advanced Armor Layer Secundus

ARMORSMITH: DEFLECTORS IV
61,600 Trader Experience

This improves the Armorsmith's ability to make basic, Level 3 PSGs.

ABILITIES
- Personal Shield Generator Mark 3

ARMORSMITH: ARMOR CRAFTING TECHNIQUES IV
61,600 Trader Experience

ABILITIES
- Armor Assembly +20
- Armor Customization +20
- Armor Experimentation +20
- Advanced Reconnaissance Core

MERCHANT: ADVERTISING IV
40,000 Trader Experience

At this skill level, the cost to advertise on the planetary map is reduced by half.

ABILITIES
- Reduce Advertising Fees

MERCHANT: EFFICIENCY IV
40,000 Trader Experience

At this skill level, the Merchant can maintain structures for a reduced fee and place Merchant tents.

ABILITIES
- Vendors +1
- Vendor Item Limit +150
- Place Merchant Tent
- Reduced Maintenance Fees

MERCHANT: HIRING IV
40,000 Trader Experience

At this skill level you gain the ability to customize your vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandoshan's inability to wear boots) still apply. Items given to vendors in this manner cannot be regained.

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT IV
40,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

MASTER WEAPONSMITH
95,000 Trader Experience

The Master Weaponsmith is able to create the most deadly weapons one can find.

ABILITIES
- Weapon Assembly +25
- Weapon Experimentation +25
- Acid Stream Launcher
- DX2 Pistol
- DXR6 Carbine
- Elite Carbine
- Flame Thrower
- Heavy Acid Rifle
- Imperial Detonator
- Jawa Ion Rifle
- Long Vibro Axe
- Power Hammer
- Republic Blaster
- Rocket Launcher
- T21 Rifle
- Tangle Pistol

MASTER ARMORSMITH
80,000 Trader Experience

The Master Armorsmith is able to create the lightest, most protective armor that can be found anywhere.

ABILITIES
- Armor Assembly +25
- Armor Customization +55
- Armor Experimentation +25
- Advanced Armor Layer Tertius
- Advanced Assault Core
- Advanced Battle Core
- Kashyyykian Hunter Armor Appearance (CH, BRx2, LG)

MASTER MERCHANT
65,000 Trader Experience

The Master Merchant is skilled at all forms of business and has the largest number of vendor types to choose from. At this level, you can run vendors for 60% of the normal maintenance cost.

ABILITIES
- Hiring +10
- Vendors +2
- Vendor Item Limit +1000
- Reduced Vendor Fees

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Engineering Trader

This one is a bit tricky. For one thing, you have to master more levels to reach Engineering Trader than for any other field. For another, much of your business in the droid trade will be to other Merchants (although Pilots of all types will also seek out your wares). Your sideline in weapons will help support you as you rise in your field, but if you're going to sell weapons, it's even more important for you to avoid areas where the market is glutted than it is for the Munitions Trader.

Level	XP For Next	Total XP
Novice Artisan	100	100
Artisan: Surveying 1	500	600
Artisan: Business 1	500	1,100
Artisan: Surveying 2	2,500	3,600
Artisan: Business 2	1,000	4,600
Artisan: Surveying 3	5,000	9,600
Artisan: Business 3	3,000	12,600
Artisan: Surveying 4	10,000	22,600
Artisan: Business 4	6,000	28,600
Novice Merchant	5,000	33,600
Artisan: Engineering 1	500	34,100
Artisan: Domestic Arts 1	500	34,600
Artisan: Engineering 2	1,000	35,600
Artisan: Domestic Arts 2	1,000	36,600
Artisan: Engineering 3	3,000	39,600
Artisan: Domestic Arts 3	3,000	42,600
Artisan: Engineering 4	6,000	48,600
Artisan: Domestic Arts 4	6,000	54,600
Master Artisan	15,000	69,600
Novice Droid Engineer	28,800	98,400
Novice Weaponsmith	21,000	119,400
Droid Engineer: Production 1	48,000	167,400
Droid Engineer: Construction 1	48,000	215,400
Droid Engineer: Refinement 1	48,000	263,400
Droid Engineer: Blueprints 1	48,000	311,400
Weaponsmith: Melee Weapons 1	35,000	346,400
Weaponsmith: Firearms 1	35,000	381,400
Weaponsmith: Weapon Crafting Techniques 1	35,000	416,400
Merchant: Advertising 1	10,000	426,400
Merchant: Efficiency 1	10,000	436,400
Merchant: Hiring 1	10,000	446,400
Merchant: Management 1	10,000	456,400
Droid Engineer: Production 2	67,200	523,600
Droid Engineer: Construction 2	67,200	590,800
Droid Engineer: Refinement 2	67,200	658,000
Droid Engineer: Blueprints 2	67,200	725,200
Weaponsmith: Melee Weapons 2	49,000	774,200
Weaponsmith: Firearms 2	49,000	823,200
Weaponsmith: Weapon Crafting Techniques 2	49,000	872,200
Merchant: Advertising 2	20,000	892,200
Merchant: Efficiency 2	20,000	912,200
Merchant: Hiring 2	20,000	932,200
Merchant: Management 2	20,000	952,200
Droid Engineer: Production 3	86,400	1,038,600
Droid Engineer: Construction 3	86,400	1,125,000
Droid Engineer: Refinement 3	86,400	1,211,400
Droid Engineer: Blueprints 3	86,400	1,297,800
Weaponsmith: Melee Weapons 3	63,000	1,360,800
Weaponsmith: Firearms 3	63,000	1,423,800
Weaponsmith: Weapon Crafting Techniques 3	63,000	1,486,800
Merchant: Advertising 3	30,000	1,516,800
Merchant: Efficiency 3	30,000	1,546,800
Merchant: Hiring 3	30,000	1,576,800
Merchant: Management 3	30,000	1,606,800
Droid Engineer: Production 4	105,600	1,712,400
Droid Engineer: Construction 4	105,600	1,818,000
Droid Engineer: Refinement 4	105,600	1,923,600
Droid Engineer: Blueprints 4	105,600	2,029,200
Weaponsmith: Melee Weapons 4	77,000	2,106,200
Weaponsmith: Firearms 4	77,000	2,183,200
Weaponsmith: Weapon Crafting Techniques 4	77,000	2,260,200
Merchant: Advertising 4	40,000	2,300,200
Merchant: Efficiency 4	40,000	2,340,200
Merchant: Hiring 4	40,000	2,380,200
Merchant: Management 4	40,000	2,420,200
Master Droid Engineer	135,000	2,555,200
Master Merchant	65,000	2,620,200

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NOVICE ARTISAN

100 Trader Experience

A Novice Artisan has the ability to find and extract the fundamental types of raw material used in item construction. He also has the ability to craft a limited number of starting items.

ABILITIES

- Surveying +20
- Armor Customization +20
- Artisan Assembly +20
- Artisan Experimentation +20
- Clothing Customization +20
- Ambient Solar Energy Surveying Tool
- Bofa Treat
- Casual Pants
- Casual Shoes
- CDEF Carbine
- CDEF Pistol
- CDEF Rifle
- Chance Cube
- Chemical Survey Device
- Element Dispersal Tuning Kit
- Fishing Pole
- Flora Survey Tool
- Gas Pocket Survey Device
- Generic Crafting Tool
- Generic Melee Weapon Kit
- High Power Barrel
- Mineral Survey Device
- Sample Resource
- Simple Shirt
- Six-Sided Dice Set
- Small Glass
- Spiced Tea
- Spiced Tea
- Survey Resources
- Survival Knife
- Tactical Grip
- Ten-Sided Dice Set
- Travel Biscuits
- Type 1 Firework
- Type 2 Firework
- Type 3 Firework
- Water Survey Device
- Weight Balancing Kit
- Wind Current Surveying Tool
- Wookiee Hide Jerkin

ARTISAN: SURVEYING I

500 Trader Experience

Each level of surveying increases the yield per sample, the chance to succeed at sampling, and the range the Artisan can survey.

ABILITIES

- Surveying +15

ARTISAN: BUSINESS I

500 Trader Experience

With the "Access Fees" skill, you may place an access fee on any public building you own. People who wish to use the building must pay the access fee to be granted access for a selected amount of time.

ABILITIES

- Access Fees

ARTISAN: SURVEYING II

2,500 Trader Experience

ABILITIES

- Surveying +20

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ENGINEERING TRADER (CONT.)

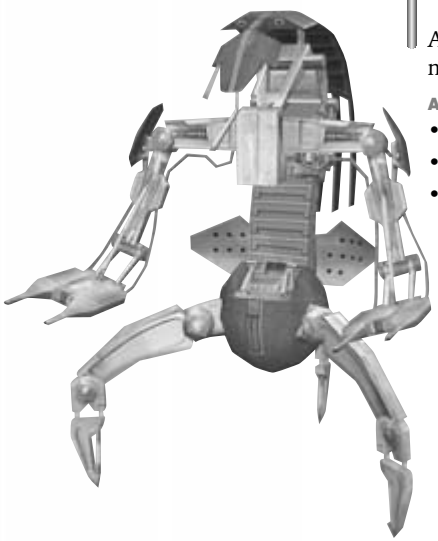
ARTISAN: BUSINESS II
1,000 Trader Experience

The "Premium Auctions" ability allows you to place premium auctions at a bazaar terminal. Premium auctions cost more than regular auctions, but are highlighted and marked out from the other auctions on the browse list.

ABILITIES
- Premium Auctions

ARTISAN: SURVEYING III
5,000 Trader Experience

ABILITIES
- Surveying +20



ARTISAN: BUSINESS III
3,000 Trader Experience

At the "Business Ownership" skill level, you can place a vendor in any public structure you own. Initially you may only select a bulky machine style vendor, but as the Hiring skill mod increases, more vendor types become available. To place a vendor, select "Create Vendor" from your structure's management terminal.

ABILITIES
- Vendors +1
- Hiring +10
- Vendor Item Limit +100

ARTISAN: SURVEYING IV
10,000 Trader Experience

ABILITIES
- Surveying +25

ARTISAN: BUSINESS IV
6,000 Trader Experience

At this skill level, the Artisan earns more vendor types to choose from.

ABILITIES
- Vendors +1
- Hiring +10
- Vendor Item Limit +150

NOVICE MERCHANT
5,000 Trader Experience

A Merchant is skilled at advertising and selling wares through vendors. At the Novice Merchant skill level, you earn the ability to place an NPC vendor of a random playable species. You also have the ability to place control vendors at a time.

ABILITIES
- Hiring +10
- Vendor Item Limit +500
- Vendors +1

ARTISAN: ENGINEERING I
500 Trader Experience

Engineering involves the construction of complex devices such as weapons, armor and tools.

ABILITIES
- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Burst Focusing Muzzle
- Clothing / Armor Crafting Tool
- Creature Habitat
- Droid Battery
- Food / Chemical Crafting Tool
- Hilt Reinforcement Kit
- Inertial Fluctuator Kit
- One Hundred-Sided Dice Set
- Starship Crafting Tool
- Structure and Furniture Crafting Tool
- Tuning Coupler
- Twelve-Sided Dice Set
- Twenty-Sided Dice Set
- Type 4 Firework
- Type 5 Firework
- Weapon, Droid, and General Item Crafting Tool
- Wood Staff

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ARTISAN: DOMESTIC ARTS I

500 Trader Experience

This involves the study of basic culinary techniques. In addition to the study of food, the Artisan begins working with clothing.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Aitha
- Blob Candy
- Carbosyrup
- Clothing Repair Tool
- Exo-Protein Wafers
- Fiberplast Panel
- Headwrap
- Ithorian Long Sweater
- Ithorian Striped Pants
- Plain Robe
- Shorts
- Simple Waist Wrap
- Wookiee Arm Wraps
- Wrinkled Pants

ARTISAN: ENGINEERING II

1,000 Trader Experience

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Armor Repair Tool
- Configurable Dice
- Grenade Wiring Kit
- Reinforced Combat Staff
- Surface Serration Kit
- Tactical Grip Kit
- Tactical Scope
- Type 10 Firework
- Weapon Repair Tool

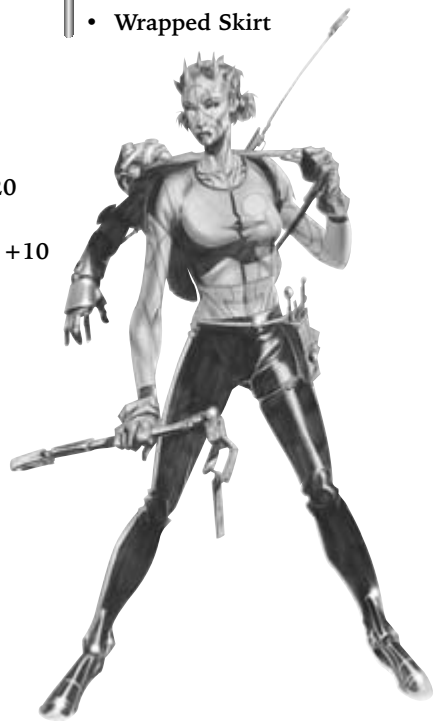
ARTISAN: DOMESTIC ARTS II

1,000 Trader Experience

This focuses on improving the Artisan's ability to create clothing. The Artisan also increases his knowledge of food preparation.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Caf
- Crispic
- Dough
- Hide Boots
- Ithorian Lifejacket
- Ithorian Two Pocket Shirt
- K-18 Rations
- Metal Fasteners
- Plain Short Robe
- Short Sleeve Jacket
- Short Sleeve Shirt
- Tree-Dweller's Hood
- Wrapped Skirt



ARTISAN: ENGINEERING III

3,000 Trader Experience

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Dagger
- Deed For: Micro Flora Farm
- Deed For: Personal Mineral Extractor
- Deed for: Wind Power Generator
- Fireworks Show Package
- Mine Explosives Kit
- Type 11 Firework

ARTISAN: DOMESTIC ARTS III

3,000 Trader Experience

This involves the study of various cultural dessert-making methods. The study of tailoring also continues.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Caramelized Pkneb
- Casual Jacket
- Ithorian Reinforced Trousers
- Ithorian Striped Shirt
- Ithorian Striped Shorts
- Jawa Beer
- Kanali Wafers
- Leather Gloves
- Multipocket Belt
- Pocketed Work Pants
- Ruby Bliel
- Soft Undershirt
- Two Pocket Belt
- Weighted Wookiee Pullover
- Work Slacks

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ENGINEERING TRADER (CONT.)

ARTISAN: ENGINEERING IV

6,000 Trader Experience

ABILITIES

- Armor Customization +20
- Artisan Assembly +10
- Artisan Experimentation +10
- Deed For: Personal Chemical Extractor
- Deed For: Personal Moisture Vaporator
- Deed For: Personal Natural Gas Processor
- Grenade Explosives Kit
- Heavy Axe
- Reinforced Stock
- Type 18 Firework

ARTISAN: DOMESTIC ARTS IV

6,000 Trader Experience

The Artisan gains the ability to craft a clothing repair kit and can keep any piece of clothing in top shape. The Artisan also furthers her food-making knowledge.

ABILITIES

- Artisan Assembly +10
- Artisan Experimentation +10
- Clothing Customization +20
- Administrator's Robe
- Dark Sash
- Dustcrepe
- Frock
- Jaar
- Labour Jacket
- Large Glass
- Light Food Additive
- Maiden's Dress
- Shoulder Strap
- Starshine Surprise
- Teltier Noodles
- Travel Pack
- Weighted Wookiee Hood
- Wrapped Boots

MASTER ARTISAN

15,000 Trader Experience

Master Artisans have well-rounded knowledge in engineering, domestic arts, business and surveying. They are able to design complex microcircuitry and gather the rare materials necessary to build them. Their work forms the basis of components used in crafting items like droids, weapons and armor.

ABILITIES

- All-Purpose Ship Repair Kit
- Barc Repair Tool
- Control Unit
- Doctor Bag
- Electronics GP Module
- Electronics Memory Module
- Energy Distributor
- Micro Sensor Suite
- Nemoidian Bird Cage
- Power Conditioner
- Speederbike
- Swoop
- Vehicle Customization Kit
- X34 Landspeeder

NOVICE DROID ENGINEER

28,800 Trader Experience

The Droid Engineer can construct droids for a variety of purposes, including combat, crafting or simply carrying heavy objects.

ABILITIES

- Droid Assembly +20
- Droid Customization +32
- Droid Experimentation +20
- Capacitor Discharge Unit
- Deed: MSE Droid
- Diagnostic Circuit
- Droid Armor Module 1
- Droid Customization Kit
- Droid Motive System
- Droid Storage Compartment
- Effects Module (Avian)
- Effects Module (Foam)
- Level 1 Droid Data Module
- Level 1 Droid Item Storage Module
- Level 1 Droid Medical Module
- Manipulator Arm
- Playback Module
- Redundant Power Supply
- Repair Unit Casing
- Stupid Droid Personality Chip
- Unit Delivery Cartridge
- Unprogrammed Droid Command Module
- v1 Flight Computer

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NOVICE WEAPONSMITH

21,000 Trader Experience

The Weaponsmith can craft a wide variety of dangerous weapons out of raw materials.

ABILITIES

- Weapon Assembly +10
- Weapon Experimentation +10
- Blade Vibro Unit
- Blaster Power-Handler
- Blaster-Pistol Barrel
- C12 Fragmentation Grenade
- D18 Pistol
- DLT20 Rifle
- Light Warhead Mechanism
- Metal Staff
- Projectile Feed Mechanism
- Projectile Pistol Barrel
- Reinforcement Core
- Rifle Stock
- Sword
- Sword Core
- Warhead Fusing Mechanism
- Weapon Scope
- Weapon Upgrade Kit

DROID ENGINEER: PRODUCTION I

48,000 Trader Experience

This teaches additional schematics for droid component construction.

ABILITIES

- Creature Harvest Module
- Effects Module (Electric Fog)
- Level 1 Droid Structure Maintenance Module
- Level 2 Droid Data Module
- Level 2 Droid Item Storage Module
- Level 2 Droid Medical Module
- Merchant Barker Module
- Sarcastic Droid Personality Chip
- Weapon Droid Crafting Station Module

DROID ENGINEER: CONSTRUCTION I

48,000 Trader Experience

This improves the Droid Engineer's ability to specialize specific droid qualities.

ABILITIES

- Droid Armor Module 2
- Droid Reconstruction Kit A

DROID ENGINEER: REFINEMENT I

48,000 Trader Experience

This teaches the Droid Engineer additional schematics for droid component construction.

ABILITIES

- Droid Experimentation +10
- Droid Customization +8
- Droid Repair Kit A

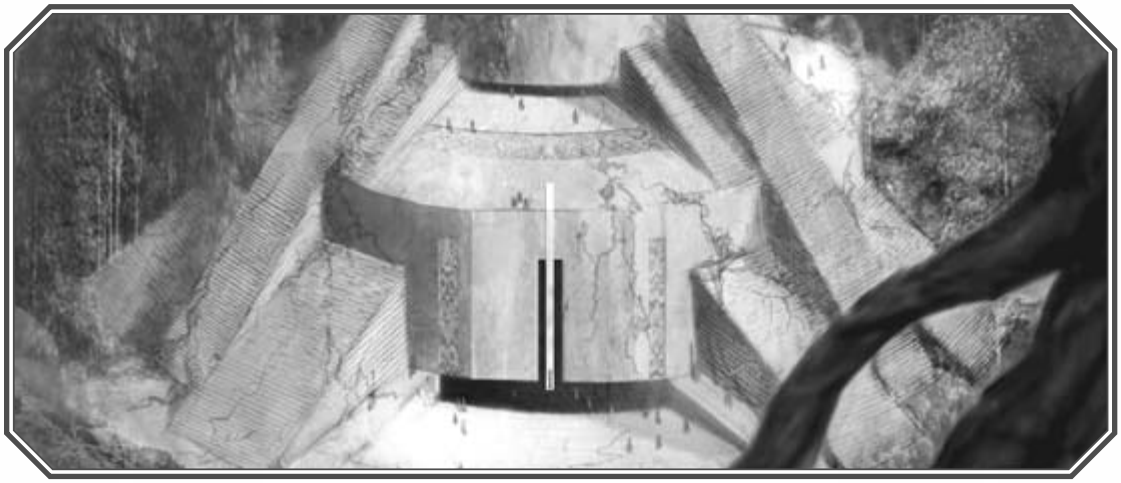
DROID ENGINEER: BLUEPRINTS I

48,000 Trader Experience

This teaches the Droid Engineer additional schematics for droid construction.

ABILITIES

- Droid Assembly +10
- Deed for: DZ70 Droid
- Deed for: MSE Droid, Advanced Model
- Deed for: R5 Droid
- Deed for: Treadwell Droid
- Droid Sensor Package
- Manipulator Arm Package Set
- Seeker Droid
- v2 Flight Computer



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ENGINEERING TRADER (CONT.)

WEAPONSMITH: MELEE WEAPONS I
35,000 Trader Experience

This teaches the Weaponsmith how to make more complex melee weapons.

ABILITIES
- Lance
- Gaderiffi Baton
- Two-Handed Axe

WEAPONSMITH: FIREARMS I
35,000 Trader Experience

This grants the Weaponsmith knowledge of how to make more complex firearms.

ABILITIES
- Blaster-Rifle Barrel
- Chemical Dispersion Mechanism
- DH17 Carbine
- DL44 Pistol
- DLT20a Rifle
- Projectile Rifle Barrel
- Scout Blaster

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES I
35,000 Trader Experience

This grants improved ability in the skills needed to craft weapons.

ABILITIES
- Weapon Assembly +10
- Weapon Experimentation +10

MERCHANT: ADVERTISING I
10,000 Trader Experience

Merchants who learn how to give their vendors vocalization training can assign their vendor a greeting to say when a customer approaches. This option appears under the Vendor Control menu.

MERCHANT: EFFICIENCY I
10,000 Trader Experience

At this skill level, the Merchant can list items on the global bazaar for a reduced fee (about 25%).

ABILITIES
- Reduced Bazaar Fees

MERCHANT: HIRING I
10,000 Trader Experience

As your Hiring skill mod increases, you gain the ability to place more interesting types of vendors. New terminals, droids and NPC options become available with each rank.

ABILITIES
- Hiring +20

MERCHANT: MANAGEMENT I
10,000 Trader Experience

Each rank in Management grants you the ability to place an additional vendor.

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

DROID ENGINEER: PRODUCTION II
67,200 Trader Experience

ABILITIES
- Effects Module (Confetti)
- Level 3 Droid Data Module
- Level 3 Droid Item Storage Module
- Level 3 Droid Medical Module
- Prissy Droid Personality Chip
- Scout Trap Projectile Unit
- Stimpack Dispenser Module

DROID ENGINEER: CONSTRUCTION II
67,200 Trader Experience

ABILITIES
- Combat-Capable Socket Cluster
- Droid Armor Module 3
- Droid Combat Module
- Droid Reconstruction Kit B
- Droid Repair Module
- Food Droid Crafting Station Module

DROID ENGINEER: REFINEMENT II
67,200 Trader Experience

ABILITIES
- Droid Experimentation +20
- Droid Customization +8
- Droid Repair Kit B

DROID ENGINEER: BLUEPRINTS II
67,200 Trader Experience

ABILITIES
- Droid Assembly +20
- Advanced Droid Frame Unit
- Advanced Droid Motive System
- Deed: DZ70 Droid, Advanced Model
- Deed: Power Droid
- Deed: R4 Droid
- Deed: R5 Droid, Advanced Model
- Deed: WED Treadwell, Advanced Model
- Droid Brain
- R4 ADV Droid Chassis
- v3 Flight Computer

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WEAPONSMITH: MELEE WEAPONS II
49,000 Trader Experience

ABILITIES
- Advanced Reinforcement Core
- Advanced Sword Core
- Curved Sword
- Vibro Knuckler

WEAPONSMITH: FIREARMS II
49,000 Trader Experience

ABILITIES
- DH17 Short Carbine
- DL44 Metal Pistol
- FWG5 Pistol
- Striker Pistol
- Tusken Rifle

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES II
49,000 Trader Experience

ABILITIES
- Weapon Assembly +15
- Weapon Experimentation +15

MERCHANT: ADVERTISING II
20,000 Trader Experience

This allows the player the option of teaching their NPC vendors customized strings of text with which to greet potential customers. This option appears as a part of the Ad Barking menu.

MERCHANT: EFFICIENCY II
20,000 Trader Experience

At this skill level, the Merchant can maintain vendors for a reduced price.

ABILITIES
- Reduced Vendor Fees

MERCHANT: HIRING II
20,000 Trader Experience

ABILITIES
- Hiring +10

MERCHANT: MANAGEMENT II
20,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +1
- Vendor Item Limit +500

DROID ENGINEER: PRODUCTION III
86,400 Trader Experience

ABILITIES
- Auto-Repair Module
- Effects Module (Mind Bloom)
- General Droid Module Socket Cluster
- Level 2 Droid Structure Maintenance Module
- Level 4 Droid Data Module
- Level 4 Droid Item Storage Module
- Level 4 Droid Medical Module
- Worshipful Droid Personality Chip

DROID ENGINEER: CONSTRUCTION III
86,400 Trader Experience

ABILITIES
- Clothing Droid Crafting Station Module
- Droid Armor Module 4
- Droid Reconstruction Kit C

DROID ENGINEER: REFINEMENT III
86,400 Trader Experience

ABILITIES
- Droid Experimentation +20
- Droid Customization +8
- Droid Repair Kit C

DROID ENGINEER: BLUEPRINTS III
86,400 Trader Experience

ABILITIES
- Droid Assembly +20
- Advanced Droid Brain
- Arakyd Probe Droid
- Deed for: LE Repair Droid
- Deed for: Power Droid, Advanced Model
- Deed for: Probot
- Deed for: R2 Droid
- Deed for: R4 Droid, Advanced Model
- Deed for: Surgical Droid
- LE Repair ADV Droid Chassis
- Probot ADV Droid Chassis
- R2 ADV Droid Chassis
- Surgical ADV Droid Chassis
- v4 Flight Computer

WEAPONSMITH: MELEE WEAPONS III
63,000 Trader Experience

ABILITIES
- Advanced Vibro Blade Unit
- Ryyk Blade
- Two-Handed Curved Sword
- Vibro Blade

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ENGINEERING TRADER (CONT.)

WEAPONSMITH: FIREARMS III
63,000 Trader Experience

ABILITIES
- Advanced Blaster Pistol Barrel
- Advanced Blaster Power Handler
- Advanced Projectile Feed Mechanism
- Advanced Projectile Pistol Barrel
- Advanced Weapon Scope
- Advanced Weapon Stock
- Blaster-Pistol Barrel
- DH17 Pistol
- E11 Carbine
- E11 Rifle
- Launcher Pistol
- Power 5 Pistol
- Scatter Pistol
- SG82 Rifle

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES III
63,000 Trader Experience

ABILITIES
- Weapon Assembly +20
- Weapon Experimentation +20

MERCHANT: ADVERTISING III
30,000 Trader Experience

This skill gives you the option to advertise your vendors on the planetary map. This option appears in the Vendor Control menu.

MERCHANT: EFFICIENCY III
30,000 Trader Experience

At this skill level, the Merchant can list items on the global bazaar for a greatly reduced fee.

ABILITIES
- Vendor Item Limit +150
- Reduced Bazaar Fees

MERCHANT: HIRING III
30,000 Trader Experience

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT III
30,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

DROID ENGINEER: PRODUCTION IV
105,600 Trader Experience

ABILITIES
- Effects Module (Dancing Jawa)
- Level 5 Droid Data Module
- Level 5 Droid Item Storage Module
- Level 5 Droid Medical Module
- Slang Droid Personality Chip
- Structure Droid Crafting Station Module

DROID ENGINEER: CONSTRUCTION IV
105,600 Trader Experience

ABILITIES
- Droid Armor Module 5
- Droid Reconstruction Kit D

DROID ENGINEER: REFINEMENT IV
105,600 Trader Experience

ABILITIES
- Droid Experimentation +20
- Droid Customization +8
- Droid Repair Kit D

DROID ENGINEER: BLUEPRINTS IV
105,600 Trader Experience

ABILITIES
- Droid Assembly +20
- Binary Load Lifter ADV Droid Chassis
- Deed for: Binary Load Lifter Droid
- Deed for: LE Repair Droid, Advanced Model
- Deed for: Probot, Advanced Model
- Deed for: Protocol Droid
- Deed for: R2 Droid, Advanced Model
- Deed for: R3 Droid
- Deed for: Surgical Droid, Advanced Model
- Protocol ADV Droid Chassis
- R3 ADV Droid Chassis
- v5 Flight Computer

WEAPONSMITH: MELEE WEAPONS IV
77,000 Trader Experience

ABILITIES
- Stun Baton
- Two-Handed Cleaver
- Vibro Axe
- Vibro Lance

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WEAPONSMITH: FIREARMS IV
77,000 Trader Experience

ABILITIES
- Advanced Blaster Rifle Barrel
- Advanced Chemical Dispersion Mechanism
- Advanced Projectile Rifle Barrel
- Beam Rifle
- EE3 Carbine
- Heavy Partical Beam Cannon
- Laser Carbine
- Laser Rifle
- Lightning Beam Cannon
- Lightning Cannon
- Spray Stick
- SR Combat Pistol

WEAPONSMITH: WEAPON CRAFTING TECHNIQUES IV
77,000 Trader Experience

ABILITIES
- Weapon Assembly +20
- Weapon Experimentation +20

MERCHANT: ADVERTISING IV
40,000 Trader Experience

At this skill level, the cost to advertise on the planetary map is reduced by half.

ABILITIES
- Reduce Advertising Fees

MERCHANT: EFFICIENCY IV
40,000 Trader Experience

At this skill level, you can maintain structures for a reduced fee and place Merchant tents.

ABILITIES
- Vendors +1
- Vendor Item Limit +150
- Place Merchant Tent
- Reduced Maintenance Fees

MERCHANT: HIRING IV
40,000 Trader Experience

At this skill level you gain the ability to customize your vendor's appearance. Hand your vendor a piece of clothing and a weapon and he'll wear it. Note that normal racial clothing restrictions (like Trandoshan's inability to wear boots) still apply. Items given to vendors in this manner cannot be regained.

ABILITIES
- Hiring +15

MERCHANT: MANAGEMENT IV
40,000 Trader Experience

ABILITIES
- Shop Sign Options +1
- Vendors +2
- Vendor Item Limit +500

MASTER DROID ENGINEER
135,000 Trader Experience

The Master Droid Engineer can create a wide range of effective (and deadly) droids.

ABILITIES
- Droid Assembly +10
- Droid Experimentation +10
- Advanced Capacitor Discharge Unit
- Advanced Diagnostic Circuit
- Advanced Redundant Power Supply
- Advanced Repair Unit Casing
- Advanced Unit Delivery Cartridge
- Deed for: Binary Load Lifter Droid, Advanced Model
- Deed for: Protocol Droid, Advanced Model
- Deed for: R3 Droid, Advanced Model
- Detonation Module
- Droid Armor Module 6
- Geeky Droid Personality Chip
- Interplanetary Survey Droid
- Level 3 Droid Structure Maintenance Module
- Level 6 Droid Data Module
- Level 6 Droid Item Storage Module
- Level 6 Droid Medical Module
- Ship Component Crafting Module
- v6 Flight Computer

MASTER MERCHANT
65,000 Trader Experience

The Master Merchant is skilled at all forms of business and has the largest number of vendor types to choose from. At this level, you can run vendors for 60% of the normal maintenance cost.

ABILITIES
- Hiring +10
- Vendors +2
- Vendor Item Limit +1000
- Reduced Vendor Fees

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Ship Schematics

Tools

Component Analysis Tool
50 steel
15 chemical

Starship Paint Kit
250 steel
300 inert petrochem

Armor Repair Kit
60 steel
50 fiberplast

Booster Repair Kit
60 steel
50 fiberplast

Chassis Repair Kit
60 steel
50 fiberplast

Conduit Repair Kit
60 steel
50 fiberplast

Droid Interface Repair Kit
60 steel
50 fiberplast

Engine Repair Kit
60 steel
50 fiberplast

Reactor Repair Kit
60 steel
50 fiberplast

Shield Repair Kit
60 steel
50 fiberplast

Weapon Capacitor Repair Kit
60 steel
50 fiberplast

Weapon Repair Kit
60 steel
50 fiberplast

Texture Kit Style 1–6
50 steel
125 inert petrochem

Texture Kit: ARC 170 Style 1
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Texture Kit: ARC 170 Style 2
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Texture Kit: A-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Misshapen Asteroid Chunk

Texture Kit: B-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Strange Asteroid Chunk

Texture Kit: B-Wing Style 7
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Strange Asteroid Chunk

Texture Kit: X-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Glowing Asteroid Chunk

Texture Kit: X-Wing Style 7
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Glowing Asteroid Chunk

Texture Kit: Y-Wing Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Ancient Asteroid Chunk

Texture Kit: Z-95 Style 6
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Texture Kit: Z-95 Style 7
50 Iron Asteroid
125 Cyanomethanic Asteroid
1 Colorful Asteroid Chunk

Modifications

Component Analysis Tool
50 steel
15 chemical

Blacksun Heavy Modification (1)
125 Crystal Asteroid
125 Cyanomethanic Asteroid

Hutt Heavy Modification (1)
125 Crystal Asteroid
125 Cyanomethanic Asteroid

TIE Advanced Modification (1)
125 Obsidian Asteroid
125 Cyanomethanic Asteroid

X-Wing Modification (1)
125 Obsidian Asteroid
125 Cyanomethanic Asteroid

Z-95 Modification (1)
125 Obsidian Asteroid
125 Cyanomethanic Asteroid

Cargo Holds

Y-8 Mining Ship

Large Cargo Hold
3000 Obsidian Asteroid
3000 Petrochemical Asteroid

Medium Cargo Hold
1500 Obsidian Asteroid
1500 Petrochemical Asteroid

Small Cargo Hold
1000 Obsidian Asteroid
1000 Petrochemical Asteroid

Yt1300, YKL37R, Decimator

Large Cargo Hold
1250 Silicaceous Asteroid
1250 Acid Asteroid

Medium Cargo Hold
1000 Silicaceous Asteroid
1000 Petrochemical Asteroid

Small Cargo Hold
750 Silicaceous Asteroid
750 Petrochemical Asteroid

Starfighters

Large Cargo Hold
500 Silicaceous Asteroid
500 Cyanomethanic Asteroid

Medium Cargo Hold
250 Silicaceous Asteroid
250 Cyanomethanic Asteroid

Small Cargo Hold
100 Silicaceous Asteroid
100 Cyanomethanic Asteroid

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Ship Chassis

A–Wing Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

B–Wing Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

Dunelizard Chassis Blueprints
5000 Steel
2000 Steel
2000 Low–Grade Ore
2000 Low–Grade Ore
2000 Inert Petrochemical
2000 Aluminum

Ixiyen Fast Attack Craft Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

Kihraxz Light Fighter Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Kimogila Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

Rihkxyrk Attack Ship Chassis Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

Scyk Light Fighter Chassis Blueprints
2000 Steel
1000 Aluminum
1000 Low–Grade Ore
1000 Inert Petrochemical

TIE Advanced Chassis Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

TIE Aggressor Chassis Blueprints
24000 Steel
8000 Steel
8000 Low–Grade Ore
8000 Low–grade Ore
8000 Inert Petrochemical
8000 Aluminum
8000 Iron
8000 Fiberplast

TIE Bomber Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

TIE Fighter Chassis Blueprints
5000 Steel
2000 Steel
2000 Low–Grade Ore
2000 Low–Grade Ore
2000 Inert Petrochemical
2000 Aluminum

TIE Interceptor Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

TIE Light Duty Fighter Chassis Blueprints
2000 Steel
1000 Aluminum
1000 Low–Grade Ore
1000 Inert Petrochemical

TIE Oppressor Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

TIE/In Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

VT–49 Decimator Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

X–Wing Chassis Blueprints
18000 Steel
6000 Steel
6000 Low–Grade Ore
6000 Low–Grade Ore
6000 Inert Petrochemical
6000 Aluminum
6000 Iron
6000 Fiberplast

Y–Wing Chassis Blueprints
5000 Steel
2000 Steel
2000 Low–Grade Ore
2000 Low–Grade Ore
2000 Inert Petrochemical
2000 Aluminum

Y–Wing "Longprobe" Chassis Blueprints
9000 Steel
3000 Steel
3000 Low–Grade ORe
3000 Low–Grade ORe
3000 Inert Petrochemical
3000 Aluminum
3000 Iron
3000 Fiberplast

YKL–37R Nova Courier Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

YT–1300 Chassis Blueprints
60000 Steel
10000 Steel
10000 Low–Grade Ore
10000 Low–Grade Ore
10000 Inert Petrochem
10000 Aluminum
10000 Iron
10000 Fiberplast
10000 Siliclastic Ore
10000 Copper

Z–95 Chassis Blueprints
2000 Steel
1000 Aluminum
1000 Low–Grade Ore
1000 Inert Petrochemical

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SHIP SCHEMATICS (CONT.)

Armor

Mark I Durasteel Plating
50 Aluminum
50 Steel
50 Low grade ore
50 Inert Petrochemical
1 Mark I Armor Upgrade (opt.)

Mark II Durasteel Plating
125 Aluminum
125 Steel
125 Low grade ore
125 Inert Petrochemical
1 Mark II Armor Upgrade or lower (opt.)

Mark III Durasteel Plating
250 Aluminum
250 Steel
250 Low grade ore
250 Inert Petrochemical
1 Mark III Armor Upgrade or lower (opt.)

Mark IV Durasteel Plating
625 Aluminum
625 Steel
625 Low grade ore
625 Inert Petrochemical
1 Mark IV Armor Upgrade or lower (opt.)

Mark V Durasteel Plating
1250 Aluminum
1250 Steel
1250 Low grade ore
1250 Inert Petrochemical
1 Mark V Armor Upgrade or lower (opt.)

Armor Reinforcement Panel–Mark I
75 Steel
25 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark II
175 Steel
75 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark III
350 Steel
150 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark IV
1000 Steel
250 Crystallized Bicorbantium Steel

Armor Reinforcement Panel–Mark V
2000 Steel
500 Crystallized Bicorbantium Steel

Mass Reduction Kit–Mark I
75 Aluminum
25 Perovskitic Aluminum

Mass Reduction Kit–Mark II
175 Aluminum
75 Perovskitic Aluminum

Mass Reduction Kit–Mark III
325 Aluminum
175 Perovskitic Aluminum

Mass Reduction Kit–Mark IV
850 Aluminum
400 Perovskitic Aluminum

Mass Reduction Kit–Mark V
1750 Aluminum
750 Perovskitic Aluminum

Elite Armor
1250 Aluminum
1250 Steel
1250 Carbonaceous Asteroid
1250 Petrochemical Asteroid

Boosters

Booster Mark I
50 Steel
50 Aluminum
50 Low–grade ore
50 Liquid Petrochem Fuel
1 Mark I Booster Upgrade (opt.)

Booster Mark II
125 Steel
125 Aluminum
125 Low–grade ore
125 Liquid Petrochem Fuel
1 Mark II Booster Upgrade or lower (opt.)

Booster Mark III
250 Steel
250 Aluminum
250 Low–grade ore
250 Liquid Petrochem Fuel
1 Mark III Booster Upgrade or lower (opt.)

Booster Mark IV
625 Steel
625 Aluminum
625 Low–grade ore
625 Liquid Petrochem Fuel
1 Mark IV Booster Upgrade or lower (opt.)

Booster Mark V
1250 Steel
1250 Aluminum
1250 Low–grade ore
1250 Liquid Petrochem Fuel
1 Mark V Booster Upgrade or lower (opt.)

Elite Booster
1250 Aluminum
1250 Steel
1250 Silicaceous Asteroid
1250 Methane Asteroid

Booster Overdriver–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Booster Overdriver–Mark II
175 Steel
75 High Grade Polymetric Radioactive

Booster Overdriver–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Booster Overdriver–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Booster Overdriver–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark II
175 Steel
75 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Extended Life Fuel Cell–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

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Fast Charge Fuel Cell–Mark I
75 Steel
25 Unstable Organometallic
Reactive Gas

Fast Charge Fuel Cell–Mark II
175 Steel
75 Unstable Organometallic
Reactive Gas

Fast Charge Fuel Cell–Mark III
350 Steel
150 Unstable Organometallic
Reactive Gas

Fast Charge Fuel Cell–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Fast Charge Fuel Cell–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Heavy Fuel Cell–Mark I
75 Steel
25 Unstable Organometallic
Reactive Gas

Heavy Fuel Cell–Mark II
175 Steel
75 Unstable Organometallic
Reactive Gas

Heavy Fuel Cell–Mark III
350 Steel
150 Unstable Organometallic
Reactive Gas

Heavy Fuel Cell–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Heavy Fuel Cell–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Capacitors

Mark I Weapons Capacitor
50 Steel
50 Copper
50 Inert Gas
50 Low–grade Ore
1 Mark I Capacitor Upgrade (opt.)

Mark II Weapons Capacitor
125 Steel
125 Copper
125 Inert Gas
125 Low–grade Ore
1 Mark II Capacitor Upgrade or lower (opt.)

Mark III Weapons Capacitor
250 Steel
250 Copper
250 Inert Gas
250 Low–grade Ore
1 Mark III Capacitor Upgrade or lower (opt.)

Mark IV Weapons Capacitor
625 Steel
625 Copper
625 Inert Gas
625 Low–grade Ore
1 Mark IV Capacitor Upgrade or lower (opt.)

Mark V Weapons Capacitor
1250 Steel
1250 Copper
1250 Inert Gas
1250 Low–grade Ore
1 Mark V Capacitor Upgrade or lower (opt.)

Energy Saver Battery–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Energy Saver Battery–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Energy Saver Battery–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Energy Saver Battery–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Energy Saver Battery–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Extended Life Battery–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Extend. Life Batt.–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Extended Life Battery–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Extended Life Battery–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Extended Life Battery–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Heavy Battery–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Heavy Battery–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Heavy Battery–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Heavy Battery–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Heavy Battery–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Quick Recharge Battery–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Quick Recharge Battery–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Quick Recharge Battery–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Quick Recharge Battery–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Quick Recharge Battery–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Elite Capacitor
1250 steel
1250 copper
1250 Organometallic Asteroid
1250 Carbonaceous Asteroid

Mining Grade Capacitor
1250 steel
1250 copper
675 Organometallic Asteroid
675 Carbonaceous Asteroid

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SHIP SCHEMATICS (CONT.)

Droid Interfaces

Mark I Droid Interface
50 Steel
50 Fiberplast
50 Copper
50 Low Grade Ore
1 Mark I Droid Interface Upgrade or lower (opt.)

Mark II Droid Interface
125 Steel
125 Fiberplast
125 Copper
125 Low Grade Ore
1 Mark II Droid Interface Upgrade or lower (opt.)

Mark III Droid Interface
250 Steel
250 Fiberplast
250 Copper
250 Low Grade Ore
1 Mark III Droid Interface Upgrade or lower (opt.)

Mark IV Droid Interface
625 Steel
625 Fiberplast
625 Copper
625 Low Grade Ore
1 Mark IV Droid Interface Upgrade or lower (opt.)

Mark V Droid Interface
1250 Steel
1250 Fiberplast
1250 Copper
1250 Low Grade Ore
1 Mark V Droid Interface Upgrade or lower (opt.)

Droid Brain Upgrade–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Droid Brain Upgrade–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark I
75 Steel
25 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark II
200 Steel
50 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark III
350 Steel
150 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark IV
1000 Steel
250 Conductive Borcarbitic Copper

Maintenance Reduction Kit–Mark V
2000 Steel
500 Conductive Borcarbitic Copper

Engines

Mark I Starfighter Engine
50 Steel
50 Radioactive
50 Iron
50 Aluminum
1 Mark I Engine Upgrade or lower (opt.)

Mark II Starfighter Eng.
125 Steel
125 Radioactive
125 Iron
125 Aluminum
1 Mark II Engine Upgrade or lower (opt.)

Mark III Starfighter Eng.
250 Steel
250 Radioactive
250 Iron
250 Aluminum
1 Mark III Engine Upgrade or lower (opt.)

Mark IV Starfighter Eng.
625 Steel
625 Radioactive
625 Iron
625 Aluminum
1 Mark IV Engine Upgrade or lower (opt.)

Mark V Starfighter Eng.
1250 Steel
1250 Radioactive
1250 Iron
1250 Aluminum
1 Mark V Engine Upgrade or lower (opt.)

Elite Engine
1250 Steel
1250 Acid Asteroid
1250 Carbonaceous Asteroid
1250 Aluminum

Engine Limiter–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Engine Limiter–Mark II
200 Steel
25 Fermionic Siliclastic Ore

Engine Limiter–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Engine Limiter–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Engine Limiter–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Engine Overdriver–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Engine Overdriver–Mark II
200 Steel
50 Fermionic Siliclastic Ore

Engine Overdriver–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Engine Overdriver–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Engine Overdriver–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Mass Reduction Kit–Mark I
75 Steel
25 Perovskitic Aluminum

Mass Reduction Kit–Mark II
200 Steel
50 Perovskitic Aluminum

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Mass Reduction Kit–Mark III
350 Steel
150 Perovskitic Aluminum

Mass Reduction Kit–Mark IV
1000 Steel
250 Perovskitic Aluminum

Mass Reduction Kit–Mark V
2000 Steel
500 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark I
200 Steel
50 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark II
200 Steel
50 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark III
350 Steel
150 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark IV
1000 Steel
250 Perovskitic Aluminum

Upgraded Retro Thrusters–Mark V
2000 Steel
500 Perovskitic Aluminum

Reactors

Mark I Fusion Reactor
50 Steel
50 Copper
50 Radioactive
50 Inert Gas
1 Mark I Reactor Upgrade or lower (opt.)

Mark II Fusion Reactor
125 Steel
125 Copper
125 Radioactive
125 Inert Gas
1 Mark II Reactor Upgrade or lower (opt.)

Mark III Fusion Reactor
250 Steel
250 Copper
250 Radioactive
250 Inert Gas
1 Mark III Reactor Upgrade or lower (opt.)

Mark IV Fusion Reactor
625 Steel
625 Copper
625 Radioactive
625 Inert Gas
1 Mark IV Reactor Upgrade or lower (opt.)

Mark V Fusion Reactor
1250 Steel
1250 Copper
1250 Radioactive
1250 Inert Gas
1 Mark V Reactor Upgrade or lower (opt.)

Elite Reactor
1250 Steel
1250 Copper
1250 Organometallic Asteroid
1250 Petrochemical Asteroid

Mining Grade Reactor
1250 steel
1250 copper
625 Sulfuric Asteroid
625 Organometallic Asteroid

Reactor Limiter–Mark I
75 Steel
25 High Grade Polymetric

Reactor Limiter–Mark II
200 Steel
50 High Grade Polymetric

Reactor Limiter–Mark III
350 Steel
150 High Grade Polymetric

Reactor Limiter–Mark IV
1000 Steel
250 High Grade Polymetric

Reactor Limiter–Mark V
2000 Steel
500 High Grade Polymetric

Reactor Overcharger–Mark I
75 Steel
25 High Grade Polymetric

Reactor Overcharger–Mark II
200 Steel
50 High Grade Polymetric

Reactor Overcharger–Mark III
350 Steel
150 High Grade Polymetric

Reactor Overcharger–Mark IV
1000 Steel
250 High Grade Polymetric

Reactor Overcharger–Mark V
2000 Steel
500 High Grade Polymetric

Shields

Mk I Deflector Shield Generator
50 Steel
50 Reactive Gas
50 Aluminum
50 Siliclastic Ore
1 Mark I Shield Upgrade or lower (opt.)

Mk II Deflector Shield Generator
125 Steel
125 Reactive Gas
125 Aluminum
125 Siliclastic Ore
1 Mark II Shield Upgrade or lower (opt.)

Mark III Deflector Shield Generator
250 Steel
250 Reactive Gas
250 Aluminum
250 Siliclastic Ore
1 Mark III Shield Upgrade or lower (opt.)

Mark IV Deflector Shield Generator
625 Steel
625 Reactive Gas
625 Aluminum
625 Siliclastic Ore
1 Mark IV Shield Upgrade or lower (opt.)

Mark V Deflector Shield Generator
1250 Steel
1250 Reactive Gas
1250 Aluminum
1250 Siliclastic Ore
1 Mark V Shield Upgrade or lower (opt.)

Elite Shields
1250 steel
1250 Organometallic Asteroid
1250 Aluminum
1250 Silicaceous Asteroid

Shield Energy Saver Kit–Mark I
75 Steel
25 Gravitonic Fiberplast

Shield Energy Saver Kit–Mark II
200 Steel
50 Gravitonic Fiberplast

Shield Energy Saver Kit–Mark III
350 Steel
150 Gravitonic Fiberplast

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SHIP SCHEMATICS (CONT.)

Shield Energy Saver Kit–Mark IV
1000 Steel
250 Gravitonic Fiberplast

Shield En. Saver Kit–Mark V
2000 Steel
500 Gravitonic Fiberplast

Shield Intensifier–Mark I
75 Steel
25 Gravitonic Fiberplast

Shield Intensifier–Mark II
200 Steel
50 Gravitonic Fiberplast

Shield Intensifier–Mark III
350 Steel
150 Gravitonic Fiberplast

Shield Intensifier–Mark IV
1000 Steel
250 Gravitonic Fiberplast

Shield Intensifier–Mark V
2000 Steel
500 Gravitonic Fiberplast

Shield Limiter–Mark I
75 Steel
25 Gravitonic Fiberplast

Shield Limiter–Mark II
200 Steel
50 Gravitonic Fiberplast

Shield Limiter–Mark III
350 Steel
150 Gravitonic Fiberplast

Shield Limiter–Mark IV
1000 Steel
250 Gravitonic Fiberplast

Shield Limiter–Mark V
2000 Steel
500 Gravitonic Fiberplast

Shield Overcharger–Mark I
75 Steel
25 Gravitonic Fiberplast

Shield Overcharger–Mark II
200 Steel
50 Gravitonic Fiberplast

Shield Overcharger–Mark III
350 Steel
150 Gravitonic Fiberplast

Shield Overcharger–Mark IV
1000 Steel
250 Gravitonic Fiberplast

Shield Overcharger–Mark V
2000 Steel
500 Gravitonic Fiberplast

Weapons: Projectile

Light Blaster
50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (opt.)

Light Disruptor
50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (opt.)

Light Ion Cannon
50 Steel
50 Radioactive
50 Inert Gas
50 Carbonate Ore
1 Mark I Weapon Upgrade or Lower (opt.)

Mid–Grade Blaster
125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (opt.)

Mid–Grade Disruptor
125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (opt.)

Mid–Grade Ion Cannon
125 Steel
125 Radioactive
125 Inert Gas
125 Carbonate Ore
1 Mark II Weapon Upgrade or Lower (opt.)

Heavy Blaster
250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (opt.)

Heavy Disruptor
250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (opt.)

Heavy Ion Cannon
250 Steel
250 Radioactive
250 Inert Gas
250 Carbonate Ore
1 Mark III Weapon Upgrade or Lower (opt.)

Advanced Blaster
625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (opt.)

Advanced Disruptor
625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (opt.)

Advanced Ion Cannon
625 Steel
625 Radioactive
625 Inert Gas
625 Carbonate Ore
1 Mark IV Weapon Upgrade or Lower (opt.)

Experimental Blaster
1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (opt.)

Experimental Disruptor
1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (opt.)

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Experimental Ion Cannon
1250 Steel
1250 Radioactive
1250 Inert Gas
1250 Carbonate Ore
1 Mark V Weapon Upgrade or Lower (opt.)

Elite Gauss Cannon
1250 steel
1250 radioactive
1250 Methane Asteroid
1250 Carbonaceous Asteroid

Elite Null Bolt Cannon
1250 steel
1250 radioactive
1250 Organometallic Asteroid
1250 Carbonaceous Asteroid

Elite Railgun
1250 steel
1250 radioactive
1250 Organometallic Asteroid
1250 Carbonaceous Asteroid

Armor Effectiveness Intensifier–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark II
200 Steel
50 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Armor Effectiveness Intensifier–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Max Damage Intensifier–Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark II
200 Steel
50 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Max Damage Intensifier–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark I
75 Steel
25 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark II
200 Steel
50 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark III
350 Steel
150 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark IV
1000 Steel
250 Unstable Organometallic Reactive Gas

Min Damage Intensifier–Mark V
2000 Steel
500 Unstable Organometallic Reactive Gas

Quick Shot Upgrade–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark II
200 Steel
50 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Quick Shot Upgrade–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Shield Effectiveness Intensifier–Mark I
75 Steel
25 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark II
200 Steel
50 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark III
350 Steel
150 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark IV
1000 Steel
250 High Grade Polymetric Radioactive

Shield Effectiveness Intensifier–Mark V
2000 Steel
500 High Grade Polymetric Radioactive

Speed Limiter Upgrade–Mark I
75 Steel
25 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark II
200 Steel
50 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark III
350 Steel
150 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark IV
1000 Steel
250 Fermionic Siliclastic Ore

Speed Limiter Upgrade–Mark V
2000 Steel
500 Fermionic Siliclastic Ore

Weapons: Missiles

Mark I Concussion Launcher
350 Steel
150 Aluminum

Mark I Image–Rec Launcher
750 Steel
250 Aluminum

Mark I Proton Launcher
150 Steel
50 Aluminum

Mark I Seismic Launcher
750 Steel
250 Aluminum

Mark I Spacebomb Launcher
2000 Steel
500 Aluminum

Mark II Concussion Launcher
2000 Steel
500 Aluminum

Mark II Image–Rec Launcher
4000 Steel
1000 Aluminum

Mark II Proton Launcher
750 Steel
250 Aluminum

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SHIP SCHEMATICS (CONT.)

Mark II Seismic Launcher
2000 Steel
500 Aluminum

Mark II Spacebomb Launcher
4000 Steel
1000 Aluminum

Mark III Concussion Launcher
4000 Steel
1000 Aluminum

Mark III Proton Launcher
2000 Steel
500 Aluminum

Mark III Seismic Launcher
4000 Steel
1000 Aluminum

Mark IV Proton Launcher
4000 Steel
1000 Aluminum

Mark I Concussion Missile Pack
200 Steel
50 Radioactive

Mark I Image–Rec Missile Pack
375 Steel
125 Radioactive

Mark I Proton Missile Pack
75 Steel
25 Radioactive

Mark I Seismic Missile Pk.
375 Steel
125 Radioactive

Mark I Spacebomb Pack
1000 Steel
250 High Grade Polymetric Radioactive

Mark II Concussion Missile Pack
1000 Steel
250 High Grade Polymetric Radioactive

Mark II Image–Rec Missile Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark II Proton Missile Pk.
375 Steel
125 Radioactive

Mark II Seismic Missile Pk.
1000 Steel
250 High Grade Polymetric Radioactive

Mark II Spacebomb Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark III Concussion Missile Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark III Proton Missile Pack
1000 Steel
250 High Grade Polymetric Radioactive

Mark III Seismic Missile Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mark IV Proton Missile Pack
2000 Steel
500 High Grade Polymetric Radioactive

Mining Equipment & Weapons

Elite Mining Laser
1250 Iron Asteroid
1250 Diamond Asteroid
1250 Methane Asteroid
1250 Carbonaceous Asteroid

Mark I Mining Laser
50 Iron Asteroid
50 Organometallic Asteroid
50 Methane Asteroid
50 Carbonaceous Asteroid

Mark II Mining Laser
125 Iron Asteroid
125 Organometallic Asteroid
125 Methane Asteroid
125 Carbonaceous Asteroid

Mark III Mining Laser
250 Iron Asteroid
250 Crystal Asteroid
250 Methane Asteroid
250 Carbonaceous Asteroid

Tractor Beam
625 Iron Asteroid
625 Crystal Asteroid
625 Methane Asteroid
625 Carbonaceous Asteroid

Weapons: Countermeasures

Chaff Launcher
150 Steel
50 Radioactive

EM Emitter Launcher
1875 Steel
625 Radioactive

IFF Confuser Launcher
3750 Steel
1250 Radioactive

Micro–Chaff Launcher
750 Steel
250 Radioactive

Sensor Decoy Launcher
375 Steel
125 Radioactive

Chaff Pack
75 Steel
25 Metal

EM Emitter Pack
1000 Steel
250 Metal

IFF Confuser Pack
2000 Steel
500 Metal

Micro–Chaff Pack
350 Steel
150 Metal

Sensor Decoy Pack
200 Steel
50 Metal

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Components & Customizing

Ready to set course for the Great Beyond, and travel far, far away? First you'll need a ship. And for those who care, not just any ship will do — you want one that you put together yourself. Of course, you don't always have to start from scratch; if you've been collecting an engine here, a reactor there, you may have enough to put a decent ship into space. This chapter lists the components that you can find, and gives their stats.

Crafting Parameters

But first, let's talk limitations, the factors that keep you from building a Death Star your first day on the job. Your ship is a certain size, measured in **Mass Capacity**. Every component that you add into your ship takes **Mass**. You can't load more Mass onto your ship than its Capacity. So compare the Mass Capacity of your ship against the combined Mass of the components you are planning to use, to make sure your ship is big enough.

In addition, you can't use or craft a component for which you haven't been certified. (*Using* a component requires a Piloting certification; *crafting* a component requires a Shipwright certification.) Check the **Cert**. column for each component to make sure you have achieved the necessary rating to use it.

And finally, you've got to have the power to use each component. Your reactor has a **Reactor Gen**eration **Rate**. Every other component has an **Energy** rating. Just as your ship's Mass Capacity caps the Mass you can handle, your Energy Gen. must be at least as high as the combined Energy ratings of your other components. You can't exceed the Energy Generation of your reactor, but you can rearrange your energy priorities while in flight, especially if your reactor has taken damage.

Ranges. You'll notice that nearly every entry in these tables lists a range of values, rather than a single number. There are several variables involved in crafting any component. The higher these variables, the better your final component. These factors include the skill of the person who crafted the component, the value of the resources included, the value of the subcomponents, and just a small bit of luck. (Mass Capacity and Mass are not listed in ranges; instead, an average value is given. The final crafted value will range a bit higher or lower than that number.)

The final value in nearly every case is determined when the component is crafted. The only partial exception is a weapon's damage — it will vary (within a relatively small range) from shot to shot.

Hit Points & Damage

A weapon can inflict a certain amount of damage (listed under **Damage**). The first thing it can hit is a ship's shield (front or back). The weapon's **Versus Shield** value determines how much damage is done to the shields. The higher the Versus Shield value, the better for the attacker.

Once the shield is eliminated, the shot hits armor. As before, the weapon's **Versus Armor** value determines how much of the shot's power is absorbed by armor. The damage that is not absorbed is deducted from the Armor's HP.

And once a shot has penetrated into a target ship, it hits a component. Each component has both **HP** (hit points) and **Armor HP**. The Armor HP absorbs damage first. If all of a component's Armor HP is destroyed, the component starts taking damage. When it takes more damage than it has HP, it is destroyed.

A ship has two shields, protecting its front and rear halves. **Shield HP (F/R)** lists how much damage each shield can take without recharging. A shield's HP and Armor HP describe the protection you have for the shield-generating component itself.

When a component's Armor HP is gone and it starts taking damage (losing HP), it starts deteriorating. Boosters give less boost and take longer to recharge, shields are weaker, and so forth.

Let's look at an example. Start with a weapon that gives 1500 damage, with 60% Versus Shield and 20% Versus Armor. (No, there isn't really a weapon that does exactly that.) Your weapon hits your target ship's shield first. 60% of the shot (60% of 1500 = 900) hits the shield. The shield immediately begins recharging; at 20 HP per second, it'll take 45 seconds to completely recharge, assuming it doesn't get hit again.

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Once the shield has been eliminated (temporarily, until recharged) 20% of a 1500-point is absorbed by the armor (20% of 1500 = 300). The armor takes the remaining 1200 points of damage. If the armor's HP are destroyed, the rest of the shot penetrates the ship to hit a component. This reduces a component's Armor HP, then starts damaging the component itself.

Meanwhile, the weapon requires energy for the shot, energy that is stored in the weapons capacitor. That much energy is drained from the weapons capacitor, which immediately starts recharging energy so that its weapons can fire as rapidly as possible.

Your weapons burn energy with each shot (Capacitor Energy Per Shot; **Energy/Shot** in the tables). Refire Rate (**Refire Delay** in the tables) lists how long you must wait between shots, in seconds.

Charging & Recharging

Boosters and weapons capacitors can **Charge** and **Recharge**. (In game, these are Booster Energy and Booster Recharge Rate.) Charge lists how many total points of energy they can store for rapid firing or movement. Recharge lists how much energy they can regain per second. Triggering a booster increases your acceleration and speed capacity by the amount listed — add these to your engine's base acceleration and speed while the booster is firing. Its Booster Energy Consumption Rate (**Burn Rate** in the tables) is how much stored energy it expends each second of use.

Shields also charge and recharge, but their charge is stored as shield power. A shield's recharge (in energy points per second) powers its shield capacity back up.

Ship Frames (Chassis)

There are a couple dozen ship frames that you can use to build your own ship, and their stats are included here. **HP** describes structural integrity that protects your ship, in addition to whatever armor you apply. **Mass Capacity** is described in **Crafting Parameters** (p. 241). Both HP and Mass Capacity vary depending on how well crafted the frame is; the values listed in this chapter are just about the maximum possible.

The remaining columns list how many **Blasters** and **Missile** Bays you can install on each frame (subject to the other parameters listed in **Crafting Parameters**), plus ratings for **Handling**, **Armament** and **Defense**. The higher the Handling rate, the better that frame handles maneuvers; the other columns list relative ratings for these aspects of your ship

NOTE

Note that booster and capacitor energy and your reactor's energy are not the same thing. A reactor generates a steady flow of energy that powers all your components. A booster or capacitor stores energy and only supplies it when you need to move quickly or fire a weapon. (This limits your ability to either run or fight — each second of boosted movement and each shot you fire drains energy that must be recharged.)

Other Entries

Most of the table entries are self-explanatory. Let's take a quick pass here to make sure you know what each of the rest means.

The **Com**mand **Speed** for a Droid Interface determines how quickly you can communicate with your droid. The higher the number, the better.

An engine's Pitch/Yaw/Role (**P/Y/R**) lists how quickly (in degrees per second) it can turn around and perform other maneuvers. Lifting or lower your ship's nose is pitch; yaw is turning to one side or the other; and roll is … performing a roll. For a few engines, their yaw is about 5% better than their pitch or roll; those ships are indicated with "+" immediately after the ship's name.

A component's **Cert**ification level is compared with the certification you've received for that component. If your

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certification isn't at least as high as the component's certification, then you can't use the component.

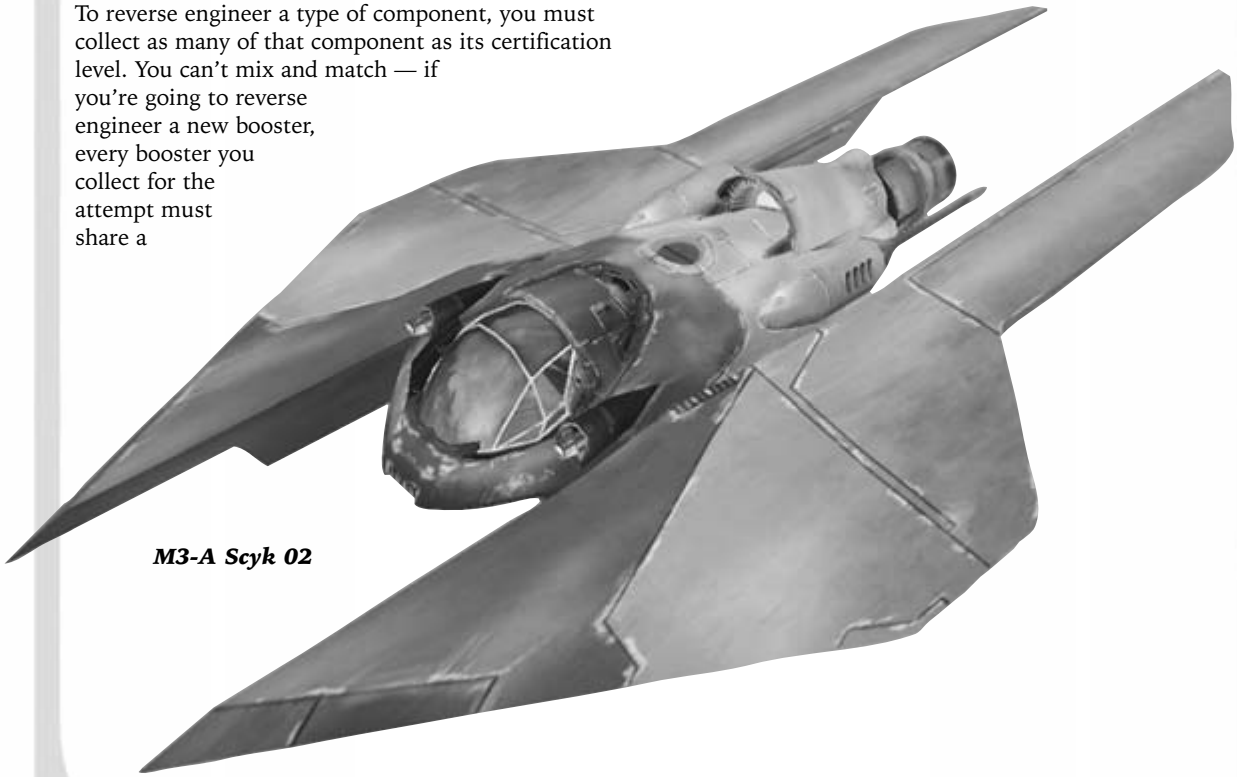
The Loot column for each component lists where you might hope to collect it. Enemy craft are categorized as **Imp**erial, **Priv**ateer and **Reb**el. (When further abbreviation is needed, **I**mperial, **P**rivateer and **R**ebel are indicated by their first letters.) The enemy's level is defined by Tiers — **Tier 1** is low, **Tier 4** is high, and **Master** is one step higher. Some of the components listed here can only be found in special circumstances. Those components have "**" in the Loot column.

Reverse Engineering

At some point, you may decide you need something better than what you're picking up as Loot. At that point, you can try **reverse engineering**. Just as you can't use a component for which you aren't certified, you also can't reverse engineer a component unless you have a crafting certification at least as high as the component's certification level.

To reverse engineer a type of component, you must collect as many of that component as its certification level. You can't mix and match — if you're going to reverse engineer a new booster, every booster you collect for the attempt must share a single certification level. For example, if you're going to reverse engineer Level 5 boosters, you must have five Level 5 boosters. (And you know those five boosters will be destroyed in your experimentation, don't you?)

Successful reverse engineering results in the ability to create a new component, a booster in the case of our example. Your new booster has the best stats of all the boosters you reverse engineered — its charge will be the same as the highest charge of any of the five boosters, its recharge rate will be the same as the fastest recharge rate among the five, and so forth. In fact, all these stats will be slightly higher — at the lowest levels, you get about a 1% bonus beyond that, and the bonus works its way up to about 6% by the time you're a Master Shipwright.



M3-A Scyk 02

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REACTORS

Reactor Type	Reactor Gen. Rate	HP	Armor HP	Mass	Cert.	Loot
Cygnus Mark I Reactor	7800–12,200	150	71–79	1320	1	Imp. Tier 1
FreiTek Inc. Level 1 Reactor	8400–12,600	150	71–79	1320	1	Reb. Tier 1
Incom Mark 1 Reactor	8000–12,000	150	71–79	1320	1	Reb. Tier 1
Koensayr "Supernova" Reactor	7600–11,400	150	71–79	1320	1	Priv. Tier 1
Kuat Systems Engineering LX-11 Reactor	8000–12,000	150	71–79	1320	1	I/P Tier 1
MandalMotors DXR Reactor	7800–12,200	165	78–87	1320	1	Priv. Tier 1
Sienar Level 1 Reactor	8000–12,000	150	71–79	1320	1	Imp. Tier 1
Subpro Dyna-I Reactor	7900–12,100	150	70–80	1320	1	P/R Tier 1
Cygnus Tuned Mark I Reactor	8000–12,000	225	106–119	2310	2	Imp. Tier 1/2
FreiTek Inc. Performance Level 1 Reactor	8000–12,000	225	106–119	2310	2	Reb. Tier 1/2
Incom Improved Mark I Reactor	8000–12,000	248	117–130	2310	2	Reb. Tier 1/2
Koensayr Charger Supernova Reactor	7800–12,200	225	106–119	2310	2	Priv. Tier 1
Kuat Systems Engineering Custom LX-11 Reactor	8400–12,600	225	106–119	2310	2	I/P Tier 1/2
MandalMotors DXR-2 Reactor	7600–11,400	225	106–119	2310	2	Priv. Tier 1
Sienar Enhanced Level 1 Reactor	8000–12,000	203	94–109	2310	2	Imp. Tier 1/2
Subpro Special Dyna-II Reactor	8000–12,000	225	106–119	2310	2	Priv. Tier 1
Watto's "Sunray" Reactor	7800–12,200	248	117–130	2310	2	Reb. Tier 1
Cygnus Mark II Reactor	8400–12,600	311	144–167	3300	3	Imp. Tier 2
FreiTek Powerhouse Mark I Reactor	8190–12,810	380	180–200	3300	3	Reb. Tier 2
Incom Mark 2 Reactor	8400–12,600	380	180–200	3300	3	Reb. Tier 2
Koensayr Mark II Supernova Reactor	8400–12,600	345	163–182	3300	3	P/R Tier 2
Kuat Systems Engineering LX-21	8800–13,200	345	163–182	3300	3	I/P Tier 2
MandalMotors DXR-3 Reactor	8190–12,810	345	163–182	3300	3	Priv. Tier 2
Sienar Fleet Systems Imperial-1 Reactor	8000–12,000	345	162–183	3300	3	Imp. Tier 2
Sienar Level 2 Reactor	8400–12,600	311	144–167	3300	3	Imp. Tier 2
Slayn & Korpil "Vortex" Mk1 Reactor	8400–12,600	345	163–182	3300	3	Reb. Tier 2
SoroSuub Fusion Reactor 1	8400–12,600	380	178–202	3300	3	P/R Tier 2
Cygnus Supercharger Mark II Reactor	8000–12,000	518	243–275	5775	4	Imp. Tier 2
Freitek Improved Mark I Powerhouse Reactor	8800–13,200	518	245–272	5775	4	Reb. Tier 2
Incom Custom Mark II Reactor	8400–12,600	466	216–250	5775	4	Reb. Tier 2
Koensayr Enhanced Mark II Supernova Reactor	8400–12,600	466	216–250	5775	4	P/R Tier 2
Kuat Systems Engineering RCT-X Reactor	8400–12,600	518	245–272	5775	4	I/P Tier 2
Sienar Fleet Systems Imperial-2 Reactor	8190–12,810	518	245–272	5775	4	Imp. Tier 2
SoroSuub Fusion Reactor 2	8190–12,810	569	270–299	5775	4	Priv. Tier 2
Watto's "Sunray" Mark III Reactor	8400–12,600	569	270–299	5775	4	Priv. Tier 2
FreiTek Powerhouse Mark II Reactor	9652–13,748	635	301–334	8250	5	P/R Tier 3
Incom Mark 3 Reactor	9240–13,160	698	331–367	8250	5	P/R Tier 3
Koensayr Supernova Mark III Reactor	9240–13,160	635	301–334	8250	5	P/R Tier 3
MandalMotors DXR-4 Reactor	9128–13,272	635	298–337	8250	5	P/R Tier 2/3
Rendili Type5 Reactor	9016–13,384	698	331–367	8250	5	**
Sienar Design Systems Imperial 1 Reactor	8827–12,573	635	301–334	8250	5	Imp. Tier 3
Sienar Fleet Systems Imperial-3 Reactor	9240–13,160	635	301–334	8250	5	Imp. Tier 3
Sienar Level 3 Reactor	9240–13,160	571	265–306	8250	5	Imp. Tier 3
Slayn & Korpil "Hypertron 2000" Reactor	9240–13,160	635	301–334	8250	5	P/R Tier 3
SoroSuub Fusion Reactor 3	9016–13,384	635	301–334	8250	5	P/R Tier 3
(Unknown) Distressed Aluminum Reactor	9240–13,160	952	452–500	14,420	6	I/P/R Tier 3
(Unknown) Multi-core Reactor	9240–13,160	952	452–500	14,420	6	I/P/R Tier 3
(Unknown) Proton Chamber Reactor	9016–13,384	952	452–500	14,420	6	I/P/R Tier 3
Mon Calamari Overdriver S2 Reactor	9016–13,384	1047	497–550	14,420	6	P/R Tier 3

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Reactor Type	Reactor Gen. Rate	HP	Armor HP	Mass	Cert.	Loot
Republic Sienar Systems X8 Reactor	9240–13,160	952	452–500	14,420	6	Imp. Tier 3
Sienar Design Systems High-Output Reactor	12,300	1238	619	14,420	6	**
Sienar Fleet Systems Imperial-4 Reactor	8827–12,573	952	452–500	14,420	6	Imp. Tier 3
Slayn & Korpil "Hypervortex" Reactor	12,300	1238	619	14,420	6	**
Slayn & Korpil "Vortex" Mk2 Reactor	9240–13,160	857	398–459	14,420	6	P/R Tier 3
Subpro Aurora Reactor	9240–13,160	1047	497–550	14,420	6	P/R Tier 3
SubPro Military-Grade Reactor	12,300	1238	619	14,420	6	**
Taim & Bak Experimental Reactor S1	9652–13,748	952	452–500	14,420	6	P/R Tier 3
Incom Mark 4 Reactor	9599–13,701	841	391–450	20,590	7	P/R Tier 4
Koensayr Supernova Advanced Reactor	13,266–18,934	981	466–516	20,590	7	P/R Tier 4
MandalMotors DXR-5 Reactor	9558–13,642	934	443–491	20,590	7	P/R Tier 4
Rendili Type7 Reactor	9599–13,701	1028	483–545	20,590	7	Imp. Tier 4
Republic Sienar Systems X12 Reactor	9599–13,701	934	443–491	20,590	7	Imp. Tier 4
Sienar Level 4 Reactor	9599–13,701	934	443–491	20,590	7	Imp. Tier 4
Slayn & Korpil "Vortex" Mk3 Reactor	9999–14,301	1100	511–589	20,590	7	P/R Master
SoroSuub Turbine 3	9599–13,701	981	466–516	20,590	7	P/R Tier 4
Subpro Aurora Max	9599–13,701	934	443–491	20,590	7	P/R Tier 4
Taim Experimental S3	9640–13,760	934	443–491	20,590	7	P/R Tier 4
Armek Super-collider Reactor	9599–13,701	1402	665–736	36,040	8	P/R Tier 4
Freitek Powerhouse Mark III Reactor	9599–13,701	1542	724–818	36,040	8	Reb. Tier 4
Incom Mark 5 Reactor	9640–13,760	1402	665–736	36,040	8	P/R Tier 4
Kuat Systems Engineering RCT-Z Reactor	9483–13,817	1402	665–736	36,040	8	I/P/R Tier 4
MandalMotors DXR-6 Reactor	9599–13,701	1472	699–773	36,040	8	P/R Tier 4
Republic Sienar Systems Advanced Military-Grade Reactor	12,900	1822	911	36,040	8	**
Sienar Design Systems Special Forces 1 Reactor	9599–13,701	1402	665–736	36,040	8	Imp. Tier 4
Sienar Fleet Systems Imperial-5 Reactor	9558–13,642	1402	665–736	36,040	8	Imp. Tier 4
Slayn & Korpil "Vortex" Mk4 Reactor	13266–18,934	1472	699–773	36,040	8	P/R Tier 4
Subpro Dyna-II Reactor	9599–13,701	1261	586–675	36,040	8	P/R Tier 4
Taim & Bak Experimental Reactor S2	9599–13,701	1402	665–736	36,040	8	P/R Tier 4
Armek Ultra Collider	9999–14,301	1100	522–578	51,480	9	P/R Master
Cygnus Advanced	10,032–14,348	990	470–520	51,480	9	Imp. Master
Incom Advanced Reactor	9938–14,362	990	470–520	51,480	9	P/R Master
Incom Overdriven Elite Reactor	9979–14,421	935	444–492	51,480	9	**
Kuat Drive Yards "Powermaster" Elite Reactor	9999–14,301	1320	561–760	51,480	9	**
Kuat Systems Engineering Supreme Reactor	10,084–14,216	1100	522–578	51,480	9	I/P/R Master
MandalMotors DX-Advanced Reactor	10,057–14,383	1100	522–578	51,480	9	P/R Master
MandalMotors Modified Gorax Reactor	10,065–14,455	1541	731–809	51,480	9	**
Mandalor Motors "Gorax" Reactor	9999–14,301	1541	731–809	51,480	9	P/R Master
Republic Sienar Systems Advanced Reactor	9999–14,301	1155	543–613	51,480	9	Imp. Master
Sienar Fleet Systems "Special Forces" Reactor	10,248–14,152	1100	522–578	51,480	9	**
Sienar Fleet Systems Advanced Reactor	9999–14,301	1100	522–578	51,480	9	Imp. Master
SoroSuub Turbine Advanced	9999–14301	1100	522–578	51,480	9	P/R Master
Armek Phase Grinder Reactor	9938–14,362	1486	705–780	62,040	10	P/R Master
Corellian Modified BT3 Reactor	9999–14,301	1651	784–867	62,040	10	P/R Master
Corellian Modified BT5 Reactor	9999–14,301	1733	814–919	62,040	10	P/R Master
Incom Elite Reactor	10,084–14,216	1651	784–867	62,040	10	P/R Master
Mandalor Motors "Gorax" Elite Reactor	9999–14,301	2311	1097–1214	62,040	10	P/R Master
Mon Calamari Overdriver Reactor	10032–14,348	1486	705–780	62,040	10	P/R Master
Rendili Type X Elite Reactor	9999–14,301	1651	784–867	62,040	10	Imp. Master
Sienar Design Systems "Secret Ops" Reactor	10,065–14,455	2311	1097–1214	62,040	10	**
Sienar Design Systems Elite Reactor	10,057–14,383	1651	784–867	62,040	10	Imp. Master
Sienar Fleet Systems Elite Reactor	9999–14,301	1651	784–867	62,040	10	Imp. Master
Slayn & Korpil "Hypertron 4000" Reactor	9999–14,301	1651	767–884	62,040	10	P/R Master
Slayn and Korpil High Output Experimental Reactor	9979–14,421	1403	666–737	62,040	10	**

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ENGINES

For P/Y/R, "+" means that the Yaw rate tends to be about 5% greater.

Engine Type	Acceler.	Deceler.	Max Speed	P/Y/R	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Mark I Cruiser-Grade Starship Engines	103–173	100–150	281–559	65–75	165	78–87	1290–1710	1000	1	Priv. Tier 1
Cygnus HD-3 Starfighter Engines	103–173	100–150	295–587	60–73	150	71–79	1290–1710	925	1	Imp. Tier 1
Gallofree JX-2 Drive Engines	106–198	100–150	281–559	65–75	150	71–79	1290–1710	925	1	Reb. Tier 1
Haor Chall Old-Tech Engines	103–173	100–150	281–559	65–75	120	57–63	1032–1368	1000	1	**
Incom Light Fusialthrust Engine	87–147	85–128	239–475	65–75	150	71–79	1290–1710	775	1	Reb. Tier 1
Koensayr Small Ion-Jet Engine	103–173	95–143	281–559	65–75	150	71–79	1290–1710	850	1	Priv. Tier 1
Kuat Systems Engineering A-2X Thrust Engines	103–173	100–150	281–559	65–75	150	71–79	1290–1710	900	1	I/P Tier 1
MandalMotors X-37 Vandal Engine	108–182	105–158	264–618	68–79	158	74–83	1354–1796	950	1	Priv. Tier 1
Mon Calamari Light Drive Engines	101–189	100–150	281–559	65–75	150	71–79	1290–1710	925	1	P/R Tier 1
Novaldex Light J-77 "Event Horizon" Engine	103–173	95–143	295–587	65–75	150	71–79	1290–1710	850	1	P/R Tier 1
Qualdex Small "Kyromaster" Engine	103–173	100–150	281–559	65–75	143	67–75	1225–1625	900	1	P/R Tier 1
Sienar Design Systems Imperial Ion Engines	103–173	100–150	295–629	65–75	150	71–79	1290–1710	1075	1	Imp. Tier 1
Sienar Fleet Systems Imperial Ion Engines	103–173	100–150	273–567	65–75	150	71–79	1290–1710	900	1	Imp. Tier 1
SoroSuub L-337 Ion Engine	98–164	95–143	267–531	61–72 +	143	67–75	1225–1625	850	1	P/R Tier 1
SubPro Light Ion Engines	103–173	100–150	281–559	69–78	150	71–79	1290–1710	900	1	Priv. Tier 1
Corellian Deluxe Mark I Cruiser-grade Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1650	2	Priv. Tier 1
Cygnus HD-5 Engines	129–216	118–179	351–699	81–94	188	89–99	1290–1710	1500	2	Imp. Tier 1
Gallofree JX-3 Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	Reb. Tier 1/2
Koensayr Tuned Small Ionjet Engine	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	Priv. Tier 1/2
Kuat Systems Eng. Improved A-2X Thrust Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	Priv. Tier 1/2
Mon Calamari Enhanced Light Drive Engines	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	P/R Tier 1/2
Novaldex J-77 "Event Horizon" Engine	126–236	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	P/R Tier 1/2
Sienar Design Sys. Limited Ed. Imperial Ion Engs.	129–216	125–188	351–699	81–94	178	84–94	1225–1625	1575	2	Imp. Tier 1
Sienar Fleet Sys. Performance Imperial Ion Engs.	129–216	118–179	369–734	81–94	188	89–99	1290–1710	1500	2	Imp. Tier 1
SoroSuub Tuned L-337 Ion Engine	129–216	125–188	351–699	81–94	188	89–99	1290–1710	1575	2	P/R Tier 1/2
Surronian A2 Grade Engine	129–216	125–188	351–699	81–94	206	97–109	1290–1710	1725	2	Priv. Tier 1/2
Corellian Cruiser-grade Mark II Engine	99–166	95–143	267–532	69–80	345	163–182	1354–1796	2025	3	P/R Tier 2
Cygnus HD7 Engine	116–195	112–168	315–626	69–80	345	163–182	1354–1796	2375	3	Imp. Tier 2/2
Koensayr Dual Small Ion Jet Engines	116–195	112–168	315–626	69–80	276	131–145	1096–1454	2575	3	P/R Tier 2
Kuat Systems Engineering A-5X Engines	116–195	112–168	331–704	69–80	345	163–182	1354–1796	2800	3	Priv. Tier 2
Mon Calamari Standard Engine	116–195	112–168	330–657	64–77	345	163–182	1354–1796	2350	3	P/R Tier 2
Qualdex "Kyromaster" Engine	116–195	112–168	315–626	73–83	345	163–182	1354–1796	2350	3	Priv. Tier 2
Sienar Fleet Systems Imperial-2 Engine	116–195	112–168	315–626	69–80	345	163–182	1354–1796	2350	3	Imp. Tier 2
Sienar Fleet Systems P-s5.6 Twin Ion Engs. (TIE)	122–205	117–177	296–692	72–84	362	172–191	1419–1881	2475	3	Imp. Tier 2
SoroSuub U-83R Ion Drive	120–223	112–168	315–626	69–80	345	163–182	1354–1796	2350	3	P/R Tier 2
Surronian A2.50 Grade Engine	111–186	106–160	299–595	65–76 +	328	155–173	1290–1710	2250	3	P/R Tier 2
Cygnus HD7 Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	2375	4	Imp. Tier 2/2
Damorian RX7 Ion Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4325	4	Priv. Tier 2
Incom E-16/x Ion Engine	146–244	133–200	413–822	86–100	431	204–227	1354–1796	3925	4	Reb. Tier 2
INCOM Fusial Thrust Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	Reb. Tier 2
Koensayr Enhanced Dual Small Ionjet Engines	146–244	133–200	393–783	86–100	431	204–227	1354–1796	3925	4	P/R Tier 2
KonGar KGDefender Ion Engine	146–244	140–210	393–783	86–100	410	194–216	1290–1710	4125	4	Priv. Tier 2
MandalMotors X-57 "Vandal" Engine	143–267	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	Priv. Tier 2
Mon Calamari Charged Standard Engine	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	P/R Tier 2
Republic Fleet Systems Imperial Skyrunner Eng.	146–244	140–210	393–783	86–100	431	204–227	1354–1796	4125	4	Imp. Tier 2
Sienar Fleet Systems Tuned Imperial-2 Engine	146–244	140–210	393–783	86–100	474	225–250	1354–1796	4525	4	Imp. Tier 2
Incom Heavy Fusialthrust	132–221	125–189	370–789	73–85	635	301–334	1419–1881	7325	5	P/R Tier 3
Kuat Systems Engineering A-7X Engines	132–221	125–189	352–701	73–85	635	301–334	1419–1881	6175	5	I/P/R Tier 3
MandalMotors Heavy Engine	132–221	125–189	352–701	73–85	635	301–334	1419–1881	6175	5	P/R Tier 3
Mon Calamari Heavy Ion Engines	132–221	125–189	352–701	73–85	508	241–267	1161–1539	6750	5	P/R Tier 3
Novaldex "Singularity" Engine	132–221	125–189	352–701	77–88	635	301–334	1419–1881	6175	5	P/R Tier 3
Nubian 221 Engine	138–232	131–198	331–775	76–89	667	316–350	1483–1967	6475	5	P/R Tier 3
Qualdex Kyromaster A-10	125–210	119–179	335–666	69–80 +	603	286–317	1354–1796	5900	5	P/R Tier 3
Rendili Demon Mark I Engines	135–252	125–189	352–701	73–85	635	301–334	1419–1881	6175	5	Imp. Tier 3
Sienar Design Systems "Imperial 2" Ion Engines	112–188	106–160	300–596	73–85	635	301–334	1419–1881	5350	5	Imp. Tier 3
Sienar Fleet Systems Imperial-3 Engine	132–221	125–189	370–736	67–82	635	301–334	1419–1881	6175	5	Imp. Tier 3

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Engine Type	Acceler.	Deceler.	Max Speed	P/Y/R	HP	Armor HP	Energy	Mass	Cert.	Loot
Cygnus "Megadrive" Starship Engine	308	274	922	98	1111	555	2100	13,800	6	**
Cygnus Hd8	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	Imp. Tier 3
Incom Advanced Fusialthrust	165–276	148–224	463–920	91–106	794	376–417	1419–1881	10,300	6	P/R Tier 3
Incom Military-Grade Starfighter Engine	308	274	922	98	1111	555	2100	13,800	6	**
Koensayr R200 Ion Jet Engine	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	P/R Tier 3
Kuat Systems Engineering A-8X Engines	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	Imp. Tier 3
MandalMotors "Inferno" Starfighter Engine	308	274	922	98	1111	555	2100	13,800	6	**
MandalMotors Enhanced Heavy Engines	165–276	156–236	441–876	91–106	873	414–459	1419–1881	11,800	6	P/R Tier 3
Mon Calamari Improved Heavy Drive Engines	161–301	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	P/R Tier 3
Novaldex X6 Engine	165–276	156–236	441–876	91–106	794	376–417	1419–1881	11,300	6	P/R Tier 3
Qualdex A13	165–276	156–236	441–876	91–106	794	376–417	1419–1881	10,800	6	P/R Tier 3
Republic Sienar Systems Imperial Skyrunner 2 Eng.	165–276	148–224	441–876	91–106	794	376–417	1419–1881	10,300	6	Imp. Tier 3
Sienar Fleet Systems Modified Imperial-3 Engine	165–276	156–236	441–876	91–106	754	358–396	1354–1796	10,800	6	Imp. Tier 3
Freitek Dual Jet	153–285	140–211	395–785	77–90	934	443–491	1483–1967	16,100	7	P/R Tier 4
Incom Fusialthrust 2	156–262	147–222	371–868	81–94	981	466–516	1548–2052	17,000	7	P/R Tier 4
Kuat Engineering Systems F-31 Drive Engine	149–249	140–211	395–785	82–93	934	443–491	1483–1967	16,100	7	I/P/R Tier 4
Kuat Drive Systems A-9X Thrust Engines	141–237	133–201	375–746	73–85 +	888	421–467	1419–1881	15,500	7	I/P/R Tier 4
MandalMotors "Firestorm" Engine	149–249	140–211	395–785	77–90	934	443–491	1483–1967	16,100	7	P/R Tier 4
Mon Calamari LFS-32 Drive Engine	149–249	140–211	395–785	77–90	934	443–491	1483–1967	16,100	7	P/R Tier 4
Novaldex X7 Engine	149–249	140–211	395–785	77–90	748	355–393	1225–1625	17,600	7	P/R Tier 4
Qualdex B10	149–249	140–211	415–883	77–90	934	443–491	1483–1967	19,000	7	P/R Tier 4
Republic Sienar Sys. Imperial Skyrunner 3 Engines	126–212	119–180	336–668	77–90	934	443–491	1483–1967	14,000	7	Imp. Tier 4
Sienar Fleet Systems Imperial-4 Engine	149–249	140–211	415–825	72–87	934	443–491	1483–1967	16,100	7	Imp. Tier 4
Cygnus Hdx	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	Imp. Tier 4
Haor Chall Military Grade Engine	348	307	1033	104	1635	818	2100	34,400	8	**
Incom Improved Fusialthrust 2	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Koensayr Heavy Ionjet	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Kuat Engineering Systems TC-40 Engines	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	29,500	8	I/P/R Tier 4
MandalMotors "Firestorm 2" Engine	186–312	175–264	494–982	96–112	1285	610–675	1483–1967	30,700	8	P/R Tier 4
Mon Calamari LFS-64 Drive Engine	182–340	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Novaldex X9 Engine	186–312	166–251	518–1031	96–112	1168	554–614	1483–1967	27,000	8	P/R Tier 4
Qualdex IGT Engines	186–312	175–264	494–982	96–112	1168	554–614	1483–1967	28,300	8	P/R Tier 4
Republic Sienar Sys. Imperial Skyrunner 4 Engines	186–312	166–251	494–982	96–112	1168	554–614	1483–1967	27,000	8	Imp. Tier 4
Sienar Fleet Systems Imperial-5 Engine	186–312	175–264	494–982	96–112	1110	527–583	1419–1881	28,300	8	Imp. Tier 4
Gallofree Advanced	173–322	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	P/R Master
Incom Advanced	168–282	157–237	465–989	82–95	1100	522–578	1548–2052	49,100	9	P/R Master
Incom T-11 Elite Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	**
Koensayr Advanced	168–282	157–237	442–879	82–95	880	418–463	1290–1710	45,700	9	P/R Master
Kuat Systems Engineering Advanced Engines	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	I/P/R Master
MandalMotors Advanced Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	P/R Master
Novaldex "GRB-1138" Elite Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	43,900	9	**
Novaldex Advanced Engine	160–268	149–225	420–836	78–90 +	1045	496–549	1483–1967	40,400	9	P/R Master
Qualdex Advanced	177–296	165–248	416–972	86–100	1155	548–607	1612–2138	43,900	9	P/R Master
Rendili "Hyperion" Drive Engines	168–282	149–225	464–923	82–95	1100	522–578	1548–2052	40,400	9	**
Republic Sienar Systems Advanced Ion Engines	143–240	133–201	376–748	82–95	1100	522–578	1548–2052	37,000	9	Imp. Master
Sienar Fleet Systems "Special Forces" Engine	168–282	157–237	442–879	82–95	1100	522–578	1548–2052	42,100	9	**
Sienar Fleet Systems Advanced Ion Drive	168–282	157–237	464–923	76–92	1100	522–578	1548–2052	42,100	9	Imp. Master
Ubrikkian N2 Drive Engines	168–282	157–237	442–879	87–99	1100	522–578	1548–2052	42,100	9	I/P/R Master
Incom Elite	210–352	196–296	553–1099	102–119	1513	718–795	1548–2052	55,000	10	P/R Master
Koensayr Elite	206–384	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	I/P/R Master
Kuat Systems Engineering Elite Engines	221–370	206–310	520–1215	107–125	1444	686–759	1612–2138	52,900	10	I/P/R Master
MandalMotors Elite Engine	210–352	196–296	553–1099	102–119	1100	522–578	1290–1710	55,000	10	P/R Master
Novaldex "Blackhole" Elite Engine	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	52,900	10	**
Novaldex X-12 "Experimental"	210–352	196–296	553–1099	102–119	1307	620–687	1483–1967	50,800	10	P/R Master
Nubian 221 - Racing Mod	210–352	186–281	553–1099	102–119	1375	653–723	1548–2052	48,700	10	P/R Master
Qualdex Elite	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	P/R Master
Rendili Elite Engine	200–334	186–281	525–1044	97–113 +	1307	620–687	1483–1967	48,700	10	Imp. Master
Republic Sienar Systems Elite Ion Engines	210–352	196–296	553–1099	109–123	1375	653–723	1548–2052	50,800	10	Imp. Master
Sienar Design Systems "Special Forces" Engine	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	**
Sienar Fleet Systems Elite Ion Engines	210–352	196–296	553–1099	102–119	1375	653–723	1548–2052	50,800	10	Imp. Master

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BOOSTERS

Abbreviations: B. (Booster) / Bs. (Boosters) / T.E. (Thrust Enhancers) / SS (Starship)

Booster Type	Charge	Recharge	Burn Rate	Acceler. +	Speed +	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Engineering Corp. TJH-3 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
Gallofree Light Ss Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
Incom Intimidator Mark I B.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
Incom NKJ-31 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
Koensayr EVH-12 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
Kuat Drive Yards Mark I Military Grade Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	I/P Tier 1
Kuat Systems Engineering CB-6 Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	I/P Tier 1
MandalMotors JBJ Mark I SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
Mon Calamari JLC-37 SS Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	P/R Tier 1
Sienar Fleet Systems Imperial-1 Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Imp. Tier 1
Slayn and Korpil Mark I Ion-B.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Reb. Tier 1
SoroSuub Mark I Liberator Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	Priv. Tier 1
SubPro Mark I "Accelatron" Bs.	900–1100	22–28	90–110	192–208	145–155	150	71–79	425–575	800	1	P/R Tier 1
Corellian Eng. Corp. Exp. TJH-3 SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Cygnus "Flash-B. 3" SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Imp. Tier 1/2
FreiTek Inc. Outrunner X1 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Reb. Tier 1
Incom Performance NKJ-31 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Reb. Tier 1
Koensayr Special Edition EVH-12 SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Kuat Systems Eng. Performance CB-6 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
MandalMotors Enhanced JBJ Mark I SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Mon Calamari Limited Ed. JLC-37 SS Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	P/R Tier 1/2
Qualdex "X-Boost" Mark I Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	P/R Tier 1/2
Sienar Advanced Projects Imperial-1 Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Imp. Tier 1/2
SoroSuub Prized Mark I Liberator Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1
SubPro Tuned Mark I "Accelatron" Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Surronian "Nomad X-4" Bs.	1350–1650	33–42	135–165	288–312	218–232	225	106–119	425–575	1400	2	Priv. Tier 1/2
Corellian Engineering Corp. Standard T.E.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Priv. Tier 2
Cygnus "Flashboost 4" Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Imp. Tier 2
Incom "Mynock" SS Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Reb. Tier 2
Incom Intimidator Mark II Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Reb. Tier 1/2
Koensayr Standard B.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
Kuat Systems Engineering BTI-1 Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Priv. Tier 2
MandalMotors JBJ Mark II SS Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Priv. Tier 2
Mon Calamari Standard Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
Sienar Advanced Projects Imperial-2 Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Imp. Tier 2
Sienar Fleet Systems Imperial-2 Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	Imp. Tier 2
SoroSuub Mark II Liberator Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
SubPro Mark II "Accelatron" Bs.	990–1210	24–31	99–121	211–229	161–172	345	163–182	446–604	2100	3	P/R Tier 2
Corellian Eng. Corp. Promo. Ed. Stand. T.E.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Incom Enhanced "Mynock" Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Reb. Tier 2
Koensayr Improved Standard B.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Kuat Drive Yard BR-12 B.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	I/P Tier 2
Kuat Drive Yards Mark II Military Grade Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Imp. Tier 2
Kuat Systems Eng. Performance BTI-1 Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
MandalMotors "M Series" B.	1980	50	198	363	250	673	336	450	3150	4	**
MandalMotors Modified JBJ Mark II Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Mon Calamari Deluxe Standard Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
Novaldex "Hypernova" SS B.	1980	50	198	363	250	673	336	450	3150	4	**
Qualdex "X-Boost" Mark II Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
Republic Sienar Systems Ion B.	1980	50	198	363	250	673	336	450	3150	4	**
Republic Sienar Systems Special B.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Imp. Tier 2
Sienar Design Sys. Enhanced Imperial-2 Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Imp. Tier 2
SoroSuub Improved Mark II "Liberator"	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
SubPro Enhanced Mark II "Accelatron" Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	P/R Tier 2
Surronian "Nomad X-8" Bs.	1485–1815	37–46	148–182	316–344	242–258	518	245–272	446–604	3675	4	Priv. Tier 2
Corellian Engineering Corp. Heavy T.E.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Incom "Vynock" Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Incom Intimidator Mark III Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Koensayr "Racer" Mark I B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Koensayr Heavy B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Kuat Systems Engineering BTI-2 Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3

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Booster Type	Charge	Recharge	Burn Rate	Acceler. +	Speed +	HP	Armor HP	Energy	Mass	Cert.	Loot
MandalMotors JBJ Mark III SS Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Mon Calamari Heavy B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Novaldex "Pulsar" B.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Qualdex "X-Boost" Mark III Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
SoroSuub Mark III Liberator Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
SubPro Mark III "Accelatron" Bs.	1089–1331	27–34	108–134	232–252	179–191	635	301–334	467–633	5500	5	I/P/R Tier 3
Corellian Eng. Corp. Tuned Heavy T.E.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Incom Supercharged "Vynock" Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Koensayr Modified Heavy B.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Kuat Systems Eng. Enhanced BTI-2 Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
MandalMotors Improved Jbj Mk3	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Mon Calamari Charged Heavy B.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
SoroSuub Superch. Mark III Liberator Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
SubPro Deluxe Mark III "Accelatron" Bs.	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Surronian Accelerator Mark I	1633–1997	40–50	163–200	348–378	268–286	952	452–500	467–633	9625	6	I/P/R Tier 3
Corellian Engineering Corp. Advanced T.E.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Incom "Fynock" Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Incom Intimidator Mark IV Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Koensayr "Racer" Mark II B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Koensayr Advanced B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Kuat Systems Engineering BTI-3 Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
MandalMotors JBJ Mark IV SS Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Mon Calamari Advanced B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Novaldex "Quasar" B.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
Qualdex "X-Boost" Mark IV Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
SoroSuub Mark IV Liberator Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4
SubPro Mark IV "Accelatron" Bs.	1197–1465	29–37	119–147	255–277	198–212	934	443–491	488–662	14,350	7	I/P/R Tier 4/M
Corellian Eng. Corp. Performance Adv. T.E.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Incom Deluxe "Fynock" Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Koensayr Charged Advanced B.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Kuat Drive Yards Mark III Military Grade Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Kuat Systems Eng. Deluxe BTI-3 Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
MandalMotors "Q Series" B.	2396	60	240	439	308	1682	841	600	26,200	8	**
MandalMotors Deluxe JBJ Mark I SS Bs.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Mon Calamari Rare Advanced B.	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Qualdex "Halcyon" Starfighter B.	2396	60	240	439	308	1682	841	600	26,200	8	**
Sorosuub Enhanced Liberator Mk4	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
SubPro Modified Mark IV "Accelatron"	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Surronian Accelerator Mark II	1796–2197	44–55	179–220	383–416	298–317	1402	665–736	488–662	25,100	8	I/P/R Tier 4
Corellian Engineering Corp. Elite T.E.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Cygnus "Hyperthruster" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
Incom "Quicksilver" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
Incom SLS-1 Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Koensayr "Racer" Mark III B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Koensayr Elite B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Kuat Systems Engineering ALS-1 B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
MandalMotors "M1 Lightning" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
MandalMotors JBJ Mark V SS Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Mon Calamari Elite B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Novaldex "Pulsar" Advanced B.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
Sienar Fleet Systems "Ultra-Thrust" Elite B.	1464	37	146	293	228	1100	550	600	37,450	9	**
SoroSuub Mark V Liberator Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Master
SubPro Mark IV "Accelatron" Bs.	1317–1611	32–41	131–162	281–305	220–235	1100	522–578	510–690	37,450	9	I/P/R Tier 4/M
Corellian Eng. Corp. Highly Mod. Elite T.E.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Incom "Windrunner" Elite B.	2196	55	220	439	342	1651	825	600	45,100	10	**
Incom Elite SLS-1 Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Koensayr "Racer" Mark IV B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Koensayr Deluxe Elite B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Kuat Drive Yards Mark IV Military Grade Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Kuat Systems Engineering Elite ALS-1	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
MandalMotors Lim. Ed. JBJ Mark V SS Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Mon Calamari Enhanced Elite B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Novaldex "Quasar" Advanced B.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Sienar Design Sys. "B7 Exp." Elite B.	2196	55	220	439	342	1651	825	600	45,100	10	**
SoroSuub Well Tuned Mark V Liberator Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master
Subpro Elite Mark V "Accelatron" Bs.	1976–2416	49–61	197–242	421–457	331–352	1651	784–867	510–690	45,100	10	I/P/R Master

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DROID INTERFACES

Type	Com. Speed	HP	Armor HP	Energy	Mass	Cert.	Loot
Armek Military Grade Droid Interface Mark I	14–16	150	71–79	475–525	500	1	P/R Tier 1
Incom Droid Interface Mark I	14–16	150	71–79	475–525	500	1	Reb. Tier 1
Koensayr Simple Droid Interface	14–16	150	71–79	475–525	500	1	Priv. Tier 1
Kuat Systems Engineering Mark I Droid Manager	14–16	150	71–79	475–525	500	1	I/P Tier 1/2
MandalMotors Military Grade Droid Interface Mark I	14–16	150	71–79	475–525	500	1	Priv. Tier 1
Mon Calamari DK-1 Droid Interface	14–16	150	71–79	475–525	500	1	P/R Tier 1
Novaldex Droid Interface Mark I	14–16	150	71–79	475–525	500	1	P/R Tier 1/2
Republic Sienar Systems Mark I Imperial Droid Interface	14–16	150	71–79	475–525	500	1	Imp. Tier 1/2
Sienar Fleet Systems Mark I Imperial Droid Interface	14–16	150	71–79	475–525	500	1	Imp. Tier 1/2
Cygnus DI-6 Droid Interface	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Incom Deluxe Mark I Droid Interface	21–24	225	106–119	475–525	875	2	Reb. Tier 1
Koensayr Standard Droid Interface	21–24	225	106–119	475–525	875	2	Priv. Tier 1/2
Kuat Drive Yards Mark I "Governor" Droid Interface	21–24	225	106–119	475–525	875	2	I/P Tier 1
Kuat Systems Engineering Improved Mark I Droid Manager	21–24	225	106–119	475–525	875	2	I/P Tier 1/2
Mon Calamari Special Edition DK-1 Droid Interface	21–24	225	106–119	475–525	875	2	P/R Tier 1/2
Novaldex Special Droid Interface Mark I	21–24	225	106–119	475–525	875	2	P/R Tier 1/2
Qualdex Droid Interface Mark I	21–24	225	106–119	475–525	875	2	Priv. Tier 1/2
Republic Sienar Systems Enhanced Mark I Imperial Droid Interface	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Sienar Fleet Systems Enhanced Mark I Imperial Droid Interface	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Sienar Systems Droid Interface Mark I	21–24	225	106–119	475–525	875	2	Imp. Tier 1
Armek Military Grade Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	P/R Tier 2
FreiTek Inc. Droid Commander Mark I	17–19	345	163–182	475–525	1250	3	Reb. Tier 2
Haor Chall Old-Tech Droid Interface	17–19	345	163–182	475–525	1250	3	Priv. Tier 2
Incom Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	Reb. Tier 2
Kuat Systems Engineering Mark II Droid Manager	17–19	345	163–182	475–525	1250	3	I/P Tier 2
MandalMotors Military Grade Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	P/R Tier 2
Novaldex Droid Interface Mark II	17–19	345	163–182	475–525	1250	3	P/R Tier 2
Republic Sienar Systems Imperial-2 Droid Interface	17–19	345	163–182	475–525	1250	3	Imp. Tier 2
Sienar Design Systems "Imperial 1" Droid Interface	17–19	345	163–182	475–525	1250	3	Imp. Tier 2
SoroSuub RAD-MK1 Droid Interface	17–19	345	163–182	475–525	1250	3	P/R Tier 2
SubPro JRD-33 Droid Interface	17–19	345	163–182	475–525	1250	3	P/R Tier 2
FreiTek Inc. Modified Droid Commander Mark I	25–29	518	245–272	475–525	2200	4	Reb. Tier 2
Haor Chall Vintage-Tech Interface	25–29	518	245–272	475–525	2200	4	Priv. Tier 2
Incom Fast Droid Interface Mark II	25–29	518	245–272	475–525	2200	4	Reb. Tier 2
Kuat Systems Engineering Custom Manager Class Mark II Capacitor	25–29	518	245–272	475–525	2200	4	I/P Tier 2
Mon Calamari "D-22" Starship Booster	32	621	311	600	2625	4	**
Qualdex Droid Interface Mark II	25–29	518	245–272	475–525	2200	4	P/R Tier 2
Republic Sienar Systems Deluxe Imperial-2 Interface	25–29	518	245–272	475–525	2200	4	Imp. Tier 2
Sienar Design Systems Special "Imperial 1" Interface	25–29	518	245–272	475–525	2200	4	Imp. Tier 2
Sienar Systems Droid Interface Mark II	25–29	518	245–272	475–525	2200	4	Imp. Tier 2
SoroSuub "W-19" Droid Interface	32	621	311	600	2625	4	**
SoroSuub Enhanced RAD-MK1 Droid Interface	25–29	518	245–272	475–525	2200	4	P/R Tier 2
SubPro Improved JRD-33 Droid Interface	25–29	518	245–272	475–525	2200	4	P/R Tier 2
Gallofree Level 1 Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Hoersch-Kessel Mark I Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Kuat Drive Yards "Governor" Droid Interface Mark II	20–23	635	301–334	475–525	3125	5	I/P/R Tier 3
Mon Calamari DK-2 Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Novaldex Droid Interface Mark III	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Rendili "Imperator 1" Droid Interface	20–23	635	301–334	475–525	3125	5	Imp. Tier 3
Sienar Design Systems "Imperial 2" Droid Interface	20–23	635	301–334	475–525	3125	5	Imp. Tier 3
Sienar Fleet Systems "Imperial 2" Droid Interface	20–23	635	301–334	475–525	3125	5	Imp. Tier 3
SoroSuub RAD-MK2 Droid Interface	20–23	635	301–334	475–525	3125	5	P/R Tier 3
Cygnus DI-8 Droid Interface	30–35	952	452–500	475–525	5450	6	Imp. Tier 3

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Type	Com. Speed	HP	Armor HP	Energy	Mass	Cert.	Loot
FreiTek Inc. Droid Commander Mark II	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Hoersch-Kessel Mark II Droid Interface	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Incom Droid Interface Mark III	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Kuat Systems Engineering Mark III Droid Manager	30–35	952	452–500	475–525	5450	6	I/P/R Tier 3
Mon Calamari Custom DK-2 Droid Interface	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Qualdex Droid Interface Mark III	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Sienar Design Systems Enhanced "Imperial 2" Droid Interface	30–35	952	452–500	475–525	5450	6	Imp. Tier 3
Sienar Fleet Systems Military Grade Droid Interface	39	1143	571	600	6550	6	**
Sienar Systems Droid Interface Mark III	30–35	952	452–500	475–525	5450	6	Imp. Tier 3
SoroSuub Modified RAD-MK2 Droid Interface	30–35	952	452–500	475–525	5450	6	P/R Tier 3
Hoersch-Kessel Mark III Droid Interface	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Incom Droid Interface Mark IV	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Kuat Systems Engineering Enhanced Manager Mark III	24–28	934	443–491	475–525	7800	7	I/P/R Tier 4
Mon Calamari DK-3 Droid Interface	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Novaldex Droid Interface Mark IV	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Qualdex Modified Droid Interface Mark III	24–28	934	443–491	475–525	7800	7	P/R Tier 4
Rendili "Imperator 2" Droid Interface	24–28	934	443–491	475–525	7800	7	Imp. Tier 4
Sienar Design Systems "Imperial 3" Droid Interface	24–28	934	443–491	475–525	7800	7	Imp. Tier 4
Sienar Fleet Systems "Imperial 3" Droid Interface	24–28	934	443–491	475–525	7800	7	Imp. Tier 4
SoroSuub RAD-MK3 Droid Interface	24–28	934	443–491	475–525	7800	7	P/R Tier 4
FreiTek Inc. Droid Commander Mark III	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Hoersch-Kessel Mark IV Droid Interface	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Incom Enhanced Droid Interface Mk4	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Kuat Systems Engineering Advanced Manager Droid Interface	36–41	1402	665–736	475–525	13,650	8	I/P/R Tier 4
Mon Calamari DK-4 Droid Interface	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Novaldex Custom Droid Interface Mark 4	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Novaldex Low-Latency Droid Interface	47	1682	841	600	16,400	8	**
Qualdex Droid Interface Mark IV	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Sienar Design Systems "Imperial 4" Droid Interface	36–41	1402	665–736	475–525	13,650	8	Imp. Tier 4
Sienar Systems Droid Interface Mark IV	36–41	1402	665–736	475–525	13,650	8	Imp. Tier 4
SoroSuub Echelon 1 Droid Interface	36–41	1402	665–736	475–525	13,650	8	P/R Tier 4
Cygnus "DP-44" Elite Droid Interface	29–33	1100	522–578	475–525	19,500	9	**
Hoersch-Kessel Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Incom "DX-61" Elite Droid Interface	29–33	1100	522–578	475–525	19,500	9	**
Incom Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Kuat Systems Engineering "Elite Manager 1" Droid Interface	29–33	1100	522–578	475–525	19,500	9	I/P/R Master
Mon Calamari Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Novaldex Advanced Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
Qualdex Enhanced Droid Interface Mark 5	29–33	1100	522–578	475–525	19,500	9	P/R Master
Qualdex Integrated Droid Interface Array	29–33	1100	522–578	475–525	19,500	9	**
Rendili Elite "Imperator" Droid Interface	29–33	1100	522–578	475–525	19,500	9	Imp. Master
Sienar Design Systems "Imperial 5" Droid Interface	29–33	1100	522–578	475–525	19,500	9	Imp. Master
Sienar Fleet Systems "Imperial Finest" Droid Interface	29–33	1100	522–578	475–525	19,500	9	**
Sienar Fleet Systems Droid Interface Mark V	29–33	1100	522–578	475–525	19,500	9	Imp. Master
SoroSuub Echelon 2 Droid Interface	29–33	1100	522–578	475–525	19,500	9	P/R Master
FreiTek Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Hoersch-Kessel Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Incom "Supreme" Droid Interface	44–49	1651	784–867	475–525	23,500	10	**
Incom Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Kuat Systems Engineering "Elite Manager 2" Droid Interface	44–49	1651	784–867	475–525	23,500	10	I/P/R Master
Mon Calamari Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Novaldex Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Qualdex Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master
Sienar Design Systems Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	Imp. Master
Sienar Design Systems Unknown Prototype Droid Interface	44–49	1651	784–867	475–525	23,500	10	**
Sienar Fleet Systems Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	Imp. Master
SoroSuub Elite Droid Interface	44–49	1651	784–867	475–525	23,500	10	P/R Master

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ARMOR

Type	Hit Points	Mass	Cert.	Loot List
Corellian Engineering Corporation Cheap Durasteel Plating	89–200	900	1	Priv. Tier 1/2
Gallofree Mark I Starfighter Armor	102–228	900	1	Reb. Tier 1
Incom Light Starship Plating	102–228	900	1	Reb. Tier 1
Incom Ultralight Armor Plating	160	600	1	**
Koensayr B5 Durasteel Armor	102–235	900	1	Priv. Tier 1/2
Koensayr B9 Durasteel Armor	102–228	900	1	P/R Tier 1/2
MandalMotors J5 Composite Armor	102–228	900	1	Priv. Tier 1/2
Mon Calamari Light Durasteel Weave	77–173	700	1	P/R Tier 1/2
Republic Sienar Systems Light Plastisteel Armor	115–215	900	1	Imp. Tier 1/2
Sienar Coated Plastisteel Armor	103–231	900	1	Imp. Tier 1/2
Sienar Enhanced Plastisteel Armor	102–228	900	1	Imp. Tier 1/2
Sienar Fleet Systems Light Durasteel Armor	131–198	900	1	Imp. Tier 1/2
SubPro Bargain Plastisteel Armor	74–175	900	1	Priv. Tier 1/2
Baktoid G2 Spider Shell Armor	128–294	1500	2	Priv. Tier 1/2
Baktoid MTT Prototype Armor	127–285	1500	2	P/R Tier 1/2
Baktoid Shock Armor	127–285	1500	2	Priv. Tier 1/2
Corellian Engineering Corporation Light Durasteel	127–285	1500	2	Priv. Tier 1/2
Cygnus Light Armor Weave	127–285	1500	2	Imp. Tier 1/2
FreiTek Inc. Deluxe Light Durasteel	112–250	1400	2	Reb. Tier 1
Koensayr Reinforced B5 Durasteel Armor	127–285	1500	2	Priv. Tier 1/2
Kuat Systems Engineering Intermediate Durasteel Plating	164–248	1500	2	Priv. Tier 1/2
Kuat Systems Engineering Modified Light Durasteel	144–268	1500	2	I/P Tier 1/2
MandalMotors Modified J5 Composite Armor	96–216	1500	2	Priv. Tier 1/2
Mon Calamari Improved Light Durasteel Weave	127–285	1200	2	P/R Tier 1/2
Rendili Tough Starship Plating	129–288	1500	2	Imp. Tier 1/2
Slayn and Korpil Light Tech Weave	127–285	1500	2	Reb. Tier 1
SoroSuub Improved Light Plastisteel Armor	127–285	1500	2	P/R Tier 1/2
Corellian Engineering Corp. Reinforced Light Durasteel	177–397	1800	3	P/R Tier 2
Cygnus Standard Durasteel Weave	235–524	2200	3	Imp. Tier 2
Freitek ES-4 Durasteel Armor	237–530	2200	3	Reb. Tier 2
Freitek EW6 Prototype Armor	235–524	2200	3	Reb. Tier 2
Gallofree Mark II Starfighter Armor	265–493	2200	3	Reb. Tier 2
Incom Standard Plating	303–455	2200	3	Reb. Tier 2
Koensayr Promotional Edition B9 Durasteel	235–524	2200	3	P/R Tier 2
Koensayr Standard Durasteel Plating	235–524	2200	3	P/R Tier 2
Kuat Systems Engineering Standard Durasteel	235–524	2200	3	I/P Tier 2
MandalMotors J-14 Composite Armor	206–460	2000	3	Priv. Tier 2
MandalMotors J7 Composite Armor	235–524	2200	3	Priv. Tier 2
Sienar Fleet Systems Standard Durasteel	235–524	2200	3	Imp. Tier 2
SoroSuub Intermediate Plastisteel	236–540	2200	3	Priv. Tier 2
SubPro Improved Light Plastisteel	235–524	2300	3	P/R Tier 2
Alderaan Royal Plate Armor	297–662	3900	4	P/R Tier 2
Alderaan Royal Weave Armor	258–575	3500	4	P/R Tier 2
Corellian Engineering Corp. Standard Durasteel Plating	293–654	3800	4	P/R Tier 2
FreiTek Inc. Standard Armor	331–616	3900	4	Reb. Tier 2
Incom Modified Standard Plate	379–569	3900	4	Reb. Tier 2
Koensayr Enhanced Standard Durasteel	293–654	3900	4	P/R Tier 2
Koensayr Heavy Durasteel Armor	222–496	3100	4	P/R Tier 2
Kuat Systems Engineering Heavy Durasteel	293–654	3900	4	I/P Tier 2
MandalMotors Double Plated J7 Composite Armor	293–654	3800	4	Priv. Tier 2
MandalMotors I5 Insulated Armor	293–654	3900	4	Priv. Tier 2
Sienar Design Systems Tri-Plate Armor System	293–654	3900	4	Imp. Tier 2
Sienar Fleet Systems Enhanced Standard Durasteel	293–654	3800	4	Imp. Tier 2
Sienar Fleet Systems Light Military Grade Durasteel	460	2000	4	**
SoroSuub Special Edition Intermediate Durasteel	296–675	3900	4	P/R Tier 2
SubPro Standard Plastisteel Armor	293–654	3900	4	P/R Tier 2
Customized Trilon Armor	379–846	5500	5	I/P/R Tier 3
Koensayr Enhanced Heavy Durasteel	432–963	5500	5	I/P/R Tier 3
Koensayr Light Advanced Durasteel	327–729	5000	5	I/P/R Tier 3
Kuat Systems Engineering Modified Heavy Durasteel	432–963	5500	5	I/P/R Tier 3

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Type	Hit Points	Mass	Cert.	Loot List
MandalMotors Custom Heavy Composite	432–963	5500	5	I/P/R Tier 3
MandalMotors Heavy Composite	435–993	5500	5	I/P/R Tier 3
SoroSuub Heavy Plastisteel	432–963	5500	5	I/P/R Tier 3
SubPro Improved Standard Durasteel	557–837	5500	5	I/P/R Tier 3
SubPro Light Plastisteel Armor	432–963	5000	5	I/P/R Tier 3
Unknown Trilon Armor	437–975	5500	5	I/P/R Tier 3
Corellian Engineering Corp. Triplate Armor	1270	9200	6	**
Corellian Heavy Durasteel	540–1204	9600	6	I/P/R Tier 3
Corellian Special Standard Durasteel	544–1242	9600	6	I/P/R Tier 3
Koensayr Advanced Durasteel	540–1204	9400	6	I/P/R Tier 3
Koensayr Limited Heavy Durasteel	540–1204	9600	6	I/P/R Tier 3
Kuat Systems Engineering Advanced Durasteel	547–1218	9800	6	I/P/R Tier 3
Kuat Systems Engineering Handcrafted Durasteel Plating	1270	9200	6	**
Kuat Systems Engineering Limited Heavy Durasteel	474–1058	7700	6	I/P/R Tier 3
MandalMotors Double Insulated I5	540–1204	9600	6	I/P/R Tier 3
MandalMotors Enhanced Heavy Composite	540–1204	9400	6	I/P/R Tier 3
SubPro Corrugated Durasteel Armor	540–1204	9500	6	I/P/R Tier 3
SubPro Reinforced Plastisteel Armor	610–1134	9600	6	I/P/R Tier 3
Corellian Advanced Durasteel	559–1245	13,800	7	I/P/R Tier 4
Corellian Modified Heavy Durasteel	644–1434	13,500	7	I/P/R Tier 4
Koensayr Supreme Durasteel	636–1417	13,600	7	I/P/R Tier 4
Koensayr Thick Advanced Durasteel	636–1417	13,800	7	I/P/R Tier 4
Kuat Systems Engineering Customized Advanced Durasteel	636–1417	13,800	7	I/P/R Tier 4
Kuat Systems Engineering Supreme Durasteel	641–1462	13,800	7	I/P/R Tier 4
MandalMotors Advanced Composite Armor	482–1073	13,800	7	I/P/R Tier 4
MandalMotors Insulated I7	821–1232	13,800	7	I/P/R Tier 4
SubPro Heavy Plastisteel	718–1335	12,400	7	I/P/R Tier 4
SubPro Limited Heavy Plastisteel	636–1417	13,800	7	I/P/R Tier 4
Corellian Improved Advanced Durasteel	898–1669	24,600	8	I/P/R Tier 4
Corellian Supreme Durasteel	795–1771	19,200	8	I/P/R Tier 4
Koensayr Limited Supreme Durasteel	602–1342	23,600	8	I/P/R Tier 4
Koensayr Special Supreme Durasteel	1026–1540	24,100	8	I/P/R Tier 4
Kuat Systems Engineering Elite Durasteel	795–1771	24,100	8	I/P/R Tier 4
Kuat Systems Engineering Modified Supreme Durasteel	795–1771	24,100	8	I/P/R Tier 4
MandalMotors Double Insulated I7	795–1771	24,100	8	I/P/R Tier 4
MandalMotors Reinforced Advanced Composite	795–1771	21,600	8	I/P/R Tier 4
Republic Sienar Systems Special Durasteel	1869	24,800	8	**
SubPro Advanced Plastisteel	795–1771	24,100	8	I/P/R Tier 4
SubPro Experimental Advanced Plastisteel	795–1771	23,900	8	I/P/R Tier 4
Corellian Elite Durasteel	567–1264	27,400	9	I/P/R Master
Corellian Reinforced Supreme Durasteel	749–1669	35,100	9	I/P/R Master
Koensayr Elite Plastisteel	749–1669	33,700	9	I/P/R Master
Koensayr Improved Elite Plastisteel	749–1669	34,400	9	I/P/R Master
MandalMotors Corrugated Plastisteel	749–1669	42,100	9	**
MandalMotors Modified Supreme Composite	749–1669	34,400	9	I/P/R Master
MandalMotors Supreme Composite	658–1466	34,400	9	I/P/R Master
Rendili Crystalline Durasteel Plating	749–1669	42,100	9	**
Sienar Fleet Systems "Imperial Finest" Durasteel	749–1669	38,600	9	**
SoroSuub "Spider-Shell" Armor Plating	749–1669	38,600	9	**
SoroSuub Advanced Plastisteel	967–1451	34,400	9	I/P/R Master
SoroSuub Enhanced Advanced Plastisteel	846–1572	34,400	9	I/P/R Master
SubPro Enhanced Supreme Plastisteel	749–1669	34,000	9	I/P/R Master
Subpro Supreme Plastisteel	755–1722	34,400	9	I/P/R Master
Corellian Enhanced Elite Plastisteel	948–2111	40,650	10	I/P/R Master
MandalMotors Elite Composite	709–1580	41,500	10	I/P/R Master
MandalMotors Enhanced Elite Composite	1208–1814	41,100	10	I/P/R Master
Mon Calamari Advanced Weave	944–2152	33,000	10	I/P/R Master
Mon Calamari Elite Weave	823–1833	41,500	10	I/P/R Master
Mon Calamari Supreme Weave	936–2086	42,300	10	I/P/R Master
Sienar Design Systems "Impervious" Imperial Durasteel	1078–2003	46,500	10	**
Slayn and Korpil Flexsteel Multi-Layer Armor	936–2086	46,500	10	**
SoroSuub Elite Plastisteel	936–2086	41,500	10	I/P/R Master
Sorosuub Modified Elite Plastisteel	936–2086	41,100	10	I/P/R Master
SubPro Elite Plastisteel	1057–1965	41,500	10	I/P/R Master
SubPro Special Elite Plastisteel	936–2086	41,100	10	I/P/R Master

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SHIELDS

Type	Shield HP (F/R)	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
(Unknown) Advanced Dual Deflector System	131–269	1–2	150	71–79	1789–3323	1100	1	P/R Tier 1
(Unknown) Dual Deflector System	131–269	1–2	150	71–79	1789–3323	1100	1	P/R Tier 1
Armek Plasma Shell Deflector Shields	131–269	1–3	150	71–79	1787–3713	1100	1	Priv. Tier 1
Cygnus Mark I Shields	131–269	1–2	150	71–79	1789–3323	1100	1	Imp. Tier 1
Incom Deflector Screen Mark 5	131–269	1–2	150	72–78	1789–3323	1300	1	Reb. Tier 1
Incom Deflector Screen Mark 9	131–269	1–2	150	72–78	1789–3323	1400	1	Reb. Tier 1
Incom Deflector Screen Mark 2	131–269	1–2	150	72–78	1789–3323	1200	1	Reb. Tier 1
Koensayr M1 Deflector Shield	136–264	1–2	150	72–78	2044–3068	1100	1	Priv. Tier 1
Kuat Systems Engineering Mark I Military Shield Generator	180–270	1–2	150	71–79	1789–3323	1100	1	I/P Tier 1
MandalMotors "Protector Class" Shields Mk1	115–235	1–2	195	90–105	1789–3323	1300	1	Priv. Tier 1
Mon Calamari "Ion-Web A" Deflector Shields	142–283	1–2	165	78–87	1789–3323	1400	1	P/R Tier 1
Sienar Systems GX Elite Deflector	130–270	1–2	135	64–71	1837–3413	1200	1	Imp. Tier 1
Sienar Systems GX3 Deflector	130–270	1–2	150	71–79	1789–3323	1200	1	Imp. Tier 1
Sienar Systems GX7 Deflector	130–270	1–2	143	67–75	1789–3323	1200	1	Imp. Tier 1
(Unknown) Proton Projector Shield	170–330	1–3	188	90–98	2044–3068	1900	2	Priv. Tier 1
Armek Plasma Shell Deflector Shields (S2 Elite)	163–337	1–3	188	89–99	1789–3323	1900	2	Priv. Tier 1
Cygnus Special Mark I Shields	164–336	1–3	188	90–97	1789–3323	2500	2	Imp. Tier 1
Incom Rayshield R4	162–338	1–3	188	89–99	1789–3323	2100	2	Reb. Tier 1
Incom Rayshield R7	162–338	1–3	178	84–94	1789–3323	2000	2	Reb. Tier 1
Koensayr Improved Deflector Shield M1	164–336	1–3	188	89–99	1789–3323	1900	2	P/R Tier 1
Kuat Systems Eng. Enhanced Mark I Military Shield Generator	164–336	1–3	188	89–99	2044–3068	1900	2	I/P Tier 1
MandalMotors Double "Protector Class" Shields Mk1	164–336	1–3	188	90–97	1789–3323	2100	2	P/R Tier 1
Mon Calamari Deluxe "Ion-Web A" Deflector Shields	164–336	1–3	188	90–97	1789–3323	2300	2	P/R Tier 1
Sienar Proton Screen (Abandoned Prototype)	162–338	1–3	169	80–89	1837–3413	2100	2	Imp. Tier 1
Sienar Systems Proton Screen (Marketing Prototype)	164–336	1–3	188	89–99	1789–3323	1900	2	Imp. Tier 1
Holosteel X1 Shielding System	299–621	2–5	328	155–173	1876–3486	2900	3	I/P/R Tier 2
Holosteel X2 Shielding System	299–621	2–5	311	147–164	1925–3575	3000	3	I/P/R Tier 2
Incom Rayshield (Experimental)	303–617	2–5	345	163–182	1876–3486	2900	3	Reb. Tier 2
Incom Rayshield (Second-generation Experimental)	303–617	2–5	345	163–182	2144–3218	2900	3	Reb. Tier 2
Incom Rayshield X5 Prototype	303–617	2–5	345	167–178	1876–3486	3000	3	Reb. Tier 2
Koensayr Deflector Shield M2	301–619	3–5	345	163–182	1876–3486	2900	3	P/R Tier 2
Kuat Systems Engineering Mark II Military Shield Generator	312–608	2–5	345	165–180	2144–3218	2900	3	I/P Tier 2
MandalMotors "Flexshield" KS-1	303–617	3–5	345	163–182	1876–3486	2900	3	Priv. Tier 2
Mon Calamari Deluxe "Ion-Web B" Deflector Shields	414–621	2–5	345	163–182	1876–3486	2900	3	P/R Tier 2
Sienar Systems Elite Reflector System	303–617	2–5	345	167–178	1876–3486	3600	3	Imp. Tier 1/2
Sienar Systems Experimental Reflector (Unreleased)	299–621	2–5	345	163–182	1876–3486	3200	3	Imp. Tier 2
Sienar Systems Standard Reflector Array	303–617	2–5	345	167–178	1876–3486	3300	3	Imp. Tier 2
Cygnus Mark II Shields	378–772	3–6	431	209–223	1876–3486	5300	4	Imp. Tier 2
Incom "K-77" Shield Generator	898	4	518	259	2681	6300	4	**
Incom Rayshield X7	409–813	2–6	474	225–250	1876–3486	5300	4	Reb. Tier 2
Incom Rayshield X9	378–772	3–6	431	204–227	1876–3486	5100	4	Reb. Tier 2
Koensayr "DS-23" Reactor	898	4	518	259	2681	6300	4	**
MandalMotors "Flexshield" KS-3	331–675	2–6	561	260–300	1876–3486	5800	4	Priv. Tier 2
Mon Calamari Standard Shield	378–772	3–6	431	209–223	1876–3486	6300	4	P/R Tier 2
Rendili Dual-Projector Shield Generator	898	4	518	259	2681	6300	4	**
Rendili Standard Deflector Shield	373–777	3–6	431	204–227	1876–3486	5500	4	Imp. Tier 2
Sienar Fleet Systems Deluxe Imperial Standard Shields	378–772	3–6	431	204–227	2144–3218	5100	4	Imp. Tier 2
Sienar Fleet Systems Imperial Standard Shields	378–772	3–6	431	204–227	1876–3486	5100	4	Imp. Tier 2
Taim & Bak Standard Shields	378–772	3–7	431	204–227	1868–3882	5100	4	P/R Tier 2
Armek Plasma Shell S3 Shield Generator	557–1136	4–9	635	301–334	2244–3368	7600	5	P/R Tier 2/3
Cygnus Improved Mark II Shields	557–1136	5–10	635	301–334	1950–4050	7600	5	Imp. Tier 3
Incom Rayshield X12	761–1143	4–9	635	301–334	1964–3648	7600	5	P/R Tier 3
Incom Rayshield Z1	488–994	4–8	825	383–442	1964–3648	8900	5	P/R Tier 3
Koensayr Deflector M3	575–1118	5–8	635	304–331	2244–3368	7600	5	P/R Tier 3
Kuat Systems Engineering Mark III Deflector Shields	557–1136	4–9	635	301–334	1964–3648	7600	5	I/P/R Tier 3
MandalMotors "Flexshield" KS-18	554–1139	5–8	635	301–334	1964–3648	7600	5	P/R Tier 3

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Type	Shield HP (F/R)	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
MandalMotors Flexshield Ks-5 Shields	557–1136	4–8	635	307–327	1964–3648	8300	5	P/R Tier 3
Sienar Fleet Systems Imperial Heavy Shields	602–1197	4–8	698	331–367	1964–3648	9600	5	Imp. Tier 3
Sienar Fleet Systems Modified Imperial Heavy Deflectors	557–1136	4–9	635	301–334	1964–3648	7600	5	Imp. Tier 3
Armek Plasma Shell S6 Shield Generator	610–1242	5–10	1032	479–552	1964–3648	15,600	6	P/R Tier 3
Cygnus Mark III Shields	719–1397	6–10	794	380–413	2244–3368	13,200	6	Imp. Tier 3
Incom Rayshield Z5	687–1429	5–11	754	358–396	1964–3648	13,800	6	P/R Tier 3
Incom Rayshield Z7	687–1429	5–11	714	339–375	2012–3738	14,400	6	P/R Tier 3
Koensayr Deflector M6	687–1429	5–11	794	376–417	1964–3648	14,400	6	P/R Tier 3
Kuat Systems Engineering Mark IV Deflector Shields	952–1429	5–11	794	376–417	1964–3648	13,200	6	I/P/R Tier 3
MandalMotors Flexshield KS-25 Shields	697–1419	5–11	794	384–409	1964–3648	16,800	6	P/R Tier 3
Phased Fullerine FX12 Shield System	697–1419	5–11	794	384–409	1964–3648	15,600	6	I/P/R Tier 3
Sienar Fleet Systems Advanced Shield	697–1419	7–10	794	376–417	1964–3648	13,200	6	Imp. Tier 3
Sienar Fleet Systems Limited Advanced Shields	692–1424	7–10	794	376–417	1964–3648	13,200	6	Imp. Tier 3
Cygnus Mark IV Shields	821–1671	7–12	934	453–482	2051–3811	23,200	7	Imp. Tier 4
Incom Rayshield Advanced	821–1671	7–12	934	443–491	2051–3811	19,800	7	P/R Tier 4
Koensayr Deflector M8	821–1671	7–13	934	443–491	2031–4219	19,800	7	P/R Tier 4
Kuat Systems Engineering Mark V Deflector Shields	821–1671	6–13	934	453–482	2051–3811	24,900	7	I/P/R Tier 4
MandalMotors Flexshield KS-7 Shields	821–1671	7–12	934	443–491	2051–3811	19,700	7	P/R Tier 4
Mon Calamari Ionweb Heavy Shields	809–1682	7–12	934	443–491	2051–3811	22,300	7	P/R Tier 4
Phased Fullerine FX27 Deflector Array	886–1761	6–12	1028	488–540	2051–3811	22,300	7	I/P/R Tier 4
Sienar Fleet Systems Imperial Special Forces Shields	821–1671	7–12	934	443–491	2344–3518	19,700	7	Imp. Tier 4
Sienar Fleet Systems Modified Imperial Special Forces Deflectors	821–1671	7–12	934	453–482	2051–3811	21,500	7	Imp. Tier 4
Taim & Bak Heavy	809–1682	7–12	888	421–467	2051–3811	19,800	7	P/R Tier 4
Armek "Plasma Web" Shield Generator	2433	12	1402	701	2931	43,500	8	**
Cygnus "Holoscreen" Shield Generator	2433	12	1402	701	2931	43,500	8	**
Gallofree Defender 2 Shield Generator	1108–2201	7–14	1285	610–675	2051–3811	43,500	8	P/R Tier 4
Incom Techscreen 1 Shield Generator	1059–2056	9–15	1168	560–608	2344–3518	34,500	8	P/R Tier 4
Koensayr Deflector Advanced	1020–2095	10–15	1168	554–614	2051–3811	34,500	8	P/R Tier 4
Kuat Systems Engineering Mark VI Deflector Shields	1026–2089	8–15	1168	554–614	2051–3811	34,500	8	I/P/R Tier 4
MandalMotors Flexshield Kx-1 Shields	1026–2089	10–15	1168	554–614	2051–3811	34,500	8	P/R Tier 4
Mon Calamari Ionweb Advanced Shields	1026–2089	9–17	1168	554–614	2031–4219	34,500	8	P/R Tier 4
Phased Fullerine FX92 Energy Shield	1012–2103	8–16	1051	499–552	2100–3900	37,500	8	I/P/R Tier 4
Sienar Fleet Systems Polyweb 4 Shield	1401–2103	8–15	1168	554–614	2051–3811	34,500	8	Imp. Tier 4
Sienar Fleet Systems Polyweb 6 Shield	898–1828	8–14	1518	706–813	2051–3811	40,500	8	Imp. Tier 4
Taim & Bak Advanced	1026–2089	8–15	1168	554–614	2051–3811	34,500	8	P/R Tier 4
Taim & Bak Military-Grade Shield Generator	2433	12	1402	701	2931	43,500	8	**
(Experimental) Interlaced Graviton Protection Grid	966–1968	8–15	1100	533–567	2139–3973	64,400	9	I/P/R Master
(Unknown Manufacturer) Proton Interweave Shielding System	966–1968	9–16	1100	522–578	2031–4219	51,500	9	**
Armek Plasma Shell Elite Shield Generator	1044–2074	7–14	1210	574–636	2139–3973	64,400	9	P/R Master
Cygnus Experimental Shield Generation System	966–1968	8–15	1100	522–578	2444–3668	51,500	9	**
Cygnus Mark V Shields	961–1974	10–14	1100	522–578	2139–3973	51,500	9	Imp. Master
Incom "Rayshield Overdriver" Shield Generator	966–1968	8–15	1100	522–578	2139–3973	51,500	9	**
Incom Techscreen 2 Shield Generator	953–1981	8–15	1045	496–549	2139–3973	53,600	9	P/R Master
Koensayr Modified Deflector Advanced	953–1981	8–15	1100	522–578	2139–3973	55,800	9	P/R Master
Kuat Systems Engineering Mark VII Deflector Shields	997–1937	8–14	1100	528–573	2444–3668	51,500	9	I/P/R Master
Mon Calamari Ionweb Elite Shields	1320–1981	8–15	1100	522–578	2139–3973	51,500	9	P/R Master
Sienar Fleet Systems "Mega Polyweb" Shield Generator	966–1968	8–15	1100	522–578	2139–3973	51,500	9	**
Sienar Fleet Systems Modified Polyweb Advanced Deflectors	966–1968	10–14	1100	522–578	2139–3973	51,500	9	Imp. Master
Sienar Fleet Systems Polyweb Advanced Shield	953–1981	8–15	990	470–520	2100–3900	55,800	9	Imp. Master
Taim & Bak Enhanced Advanced	846–1722	7–13	1430	665–766	2139–3973	60,000	9	P/R Master
Armek Plasma Shell Elite 2 Shield Generator	1247–2421	10–18	1375	660–716	2444–3668	62,000	10	P/R Master
Cygnus Elite Shield Generator	1192–2476	10–18	1307	620–687	2139–3973	59,500	10	Imp. Master
Gallofree Defender Elite Shield Generator	1650–2476	10–18	1375	653–723	2139–3973	62,000	10	P/R Master
Incom Techscreen Elite Shield Generator	1208–2460	10–18	1375	667–709	2139–3973	72,400	10	P/R Master
Koensayr Deflector Elite	1208–2460	10–18	1375	667–709	2139–3973	67,200	10	P/R Master
Kuat Systems Engineering Elite Shield Generator	1192–2476	10–18	1238	588–650	2100–3900	67,200	10	I/P/R Master
Mon Calamari Ionweb Elite 2 Shields	1208–2460	12–18	1375	653–723	2139–3973	72,400	10	P/R Master
Sienar Design Systems "Secret Ops" Shield Generation System	1305–2592	9–17	1513	718–795	2139–3973	77,600	10	**
Sienar Fleet Systems Custom Polyweb Elite Shields	1192–2476	10–18	1375	653–723	2139–3973	67,200	10	Imp. Master
Sienar Fleet Systems Polyweb Elite Shield	1208–2460	10–18	1375	667–709	2139–3973	77,600	10	Imp. Master
SoroSuub Ion-Mesh Projection System	1057–2152	9–17	1788	831–957	2139–3973	62,000	10	**
Taim & Bak Elite	1201–2467	12–18	1375	653–723	2139–3973	62,000	10	P/R Master

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WEAPONS

Abbreviations: Bl. (Blaster) / Cn. (Cannon)

Weapon Type	Damage/ Shot	Versus Shield	Versus Armor	Energy/ Shot	Refire Delay	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Cruiser-Grade Mark I Bl.	265–446	47–53%	47–53%	16–24	0.32–0.36	180	85–95	1660–2340	1100	1	Priv. Tier 1
Cygnus Mark I "Destroyer" Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	150	71–79	1660–2340	1000	1	Imp. Tier 1
Incom Light Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	135	64–71	1660–2340	900	1	Reb. Tier 1
Koensayr Light Disruptor	229–394	28–32%	66–74%	16–24	0.32–0.36	150	71–79	1494–2106	1000	1	P/R Tier 1
Kuat Systems Engineering Light Disruptor	255–437	28–32%	66–74%	16–24	0.32–0.36	150	71–79	1610–2270	1000	1	I/P Tier 1
MandalMotors Light Bl.	347–469	50%	50%	20	0.34	180	90	2400	1200	1	**
MandalMotors Mark I "Mangler" Cn.	256–458	47–53%	47–53%	16–24	0.32–0.36	150	71–79	1826–2574	1000	1	Priv. Tier 1
Sienar Design Systems Imperial Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	165	78–87	1660–2340	1100	1	Imp. Tier 1
Sienar Fleet Systems Imperial Bl.	255–437	47–53%	47–53%	16–24	0.32–0.36	165	78–87	1660–2340	1100	1	Imp. Tier 1
Slayn & Korpil Light Ioncannon	255–437	66–74%	28–32%	16–24	0.32–0.36	150	71–79	1660–2340	1000	1	P/R Tier 1
SubPro Light Ion Cn.	255–437	66–74%	28–32%	16–24	0.32–0.36	150	71–79	1660–2340	1000	1	P/R Tier 1
Incom "Shredder" Cn.	319–546	59–66%	59–66%	21–30	0.4–0.45	206	97–109	1660–2340	2000	2	Reb. Tier 1
Incom Starship Bl.	287–492	59–66%	59–66%	21–30	0.4–0.45	188	89–99	1494–2106	1800	2	Reb. Tier 1
Koensayr Tuned Light Disruptor	319–546	35–40%	83–92%	21–30	0.4–0.45	188	89–99	1660–2340	1800	2	P/R Tier 1
MandalMotors Enhanced "Mangler" Cn.	332–558	59–66%	59–66%	21–30	0.4–0.45	225	106–119	1660–2340	2000	2	Priv. Tier 1
Mon Calamari Light Bl.	315–551	59–66%	59–66%	21–30	0.4–0.45	188	89–99	1593–2247	1700	2	P/R Tier 1
Sienar Systems Ion Cn.	321–573	83–92%	35–40%	21–30	0.4–0.45	188	89–99	1826–2574	1750	2	Imp. Tier 1
Sienar Systems Linked Laser Cn.	319–546	59–66%	59–66%	21–30	0.4–0.45	206	97–109	1660–2340	2000	2	Imp. Tier 1
Sienar Systems Starship Disruptor	319–546	35–40%	83–92%	21–30	0.4–0.45	188	89–99	1660–2340	1750	2	Imp. Tier 1
Slayn & Korpil Deluxe Light Ioncannon	319–546	83–92%	35–40%	21–30	0.4–0.45	188	89–99	1660–2340	1750	2	Reb. Tier 1
SubPro Improved Light Ion Cn.	319–546	83–92%	35–40%	21–30	0.4–0.45	188	89–99	1610–2270	1700	2	Reb. Tier 1
Cygnus "Destroyer" Class Bl. Mk2	535–961	47–53%	47–53%	18–27	0.32–0.36	380	180–200	1743–2457	2900	3	Imp. Tier 2
FreiTek Inc. "Cannoneer" Mk1	535–961	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Reb. Tier 2
Haor Chall Speedblaster Cn.	535–961	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Priv. Tier 2
INCOM Long-Range Disruptor	535–961	28–32%	66–74%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Reb. Tier 2
Koensayr Ion-Accelerator Cn.	535–961	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	P/R Tier 2
Kuat Systems Engineering Double Bl.	535–961	47–53%	47–53%	18–27	0.32–0.36	311	147–164	1743–2457	2400	3	I/P Tier 2
MandalMotors QV-3 Disruptor	482–865	38–42%	57–63%	18–27	0.32–0.36	345	163–182	1577–2223	2600	3	P/R Tier 2
Sienar Fleet Systems Imperial-2 Bl.	539–1008	47–53%	47–53%	18–27	0.32–0.36	345	163–182	1909–2691	2600	3	Imp. Tier 2
Slayn & Korpil Ion Cn.	535–961	66–74%	28–32%	18–27	0.32–0.36	345	163–182	1743–2457	2600	3	Reb. Tier 2
SubPro Tri-Cn.	535–961	47–53%	47–53%	18–27	0.32–0.36	380	180–200	1743–2457	2900	3	P/R Tier 2
Cygnus "Starblaster" Disruptor	913–1288	63%	63%	28	0.43	518	259	2600	5700	4	**
Hoersch-Kessel "Scorcher" Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	474	225–250	1743–2457	5000	4	I/P/R Tier 2
Hoersch-Kessel Military-Grade Bl.	913–1288	63%	63%	28	0.43	518	259	2600	5700	4	**
Incom TT8 Blasters	697–1227	59–66%	59–66%	23–33	0.4–0.45	518	245–272	1743–2457	5000	4	Reb. Tier 2
Koensayr Deluxe Ion-Accelerator Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	388	184–204	1743–2457	4200	4	P/R Tier 2
Kuat Drive Yards "Pounder" Mk1	602–1082	59–66%	59–66%	23–33	0.38–0.43	431	204–227	1577–2223	4600	4	I/P Tier 2
MandalMotors "Super-Mangler" Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	**
Rendili FR-9 Disruptor Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	Imp. Tier 2
Sienar Fleet Systems Improved Imp. Bl.	662–1212	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1676–2364	4500	4	Imp. Tier 2
SubPro "Triple Bl." Advanced Flash Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	P/R Tier 2
SubPro Modified Tri-Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1743–2457	4600	4	P/R Tier 2
Taim & Bak "Ion Driver"	913–1288	63%	63%	28	0.43	518	259	2600	5700	4	**
Taim & Bak IX4 Laser Cn.	669–1202	59–66%	59–66%	23–33	0.4–0.45	431	204–227	1693–2387	4500	4	P/R Tier 2
ArMek SW-4 Ion Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
Hoersch-Kessel "Scorcher 2"	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
Incom TT13 Blasters	945–1776	47–53%	47–53%	20–29	0.32–0.36	571	271–300	1826–2574	6300	5	P/R Tier 3
Koensayr Ion Accelerator 2 Cn.	945–1776	61–69%	33–37%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
MandalMotors QV-5 Disruptor	951–1862	33–37%	61–69%	20–29	0.32–0.36	635	301–334	1992–2808	6900	5	P/R Tier 3
Rendili Fr13 Disruptor	945–1776	38–42%	57–63%	20–29	0.32–0.36	698	331–367	1826–2574	7500	5	Imp. Tier 3
Republic Sienar Systems Imperial Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	698	331–367	1826–2574	7500	5	Imp. Tier 3
Sienar Fleet Systems Imperial Bl. 3	850–1599	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1660–2340	6900	5	Imp. Tier 3
SubPro Advanced Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3
Taim & Bak IX5 Laser Cn.	945–1776	47–53%	47–53%	20–29	0.32–0.36	635	301–334	1826–2574	6900	5	P/R Tier 3

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Weapon Type	Damage/ Shot	Versus Shield	Versus Armor	Energy/ Shot	Refire Delay	HP	Armor HP	Energy	Mass	Cert.	Loot
ArMek SW-6 Ion Cn.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1826–2574	11,600	6	P/R Tier 3
Hoersch-Kessel "Scorcher 3"	1477–2775	59–66%	59–66%	30–44	0.4–0.45	794	376–417	1826–2574	14,200	6	P/R Tier 3
Incom Advanced Bl.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	714	339–375	1826–2574	11,000	6	P/R Tier 3
Koensayr Ion Accelerator 3 Cn.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1826–2574	12,000	6	P/R Tier 3
MandalMotors Annilhator Mk1	1189–2328	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1992–2808	12,000	6	P/R Tier 3
Mark II Subpro Tripleblaster	1181–2220	59–66%	59–66%	27–40	0.38–0.43	794	376–417	1826–2574	13,100	6	P/R Tier 3
Rendili SC3 Disruptor	1181–2220	59–66%	59–66%	25–37	0.4–0.45	873	414–459	1826–2574	13,100	6	Imp. Tier 3
Sienar Design Systems Imperial Bl. 2	1181–2220	59–66%	59–66%	25–37	0.4–0.45	873	414–459	1826–2574	13,100	6	Imp. Tier 3
Sienar Fleet Systems Imperial Bl. 4	1063–1998	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1660–2340	12,000	6	Imp. Tier 3
Taim & Bak KX5 Laser Cn.	1181–2220	59–66%	59–66%	25–37	0.4–0.45	794	376–417	1826–2574	12,000	6	P/R Tier 3
ArMek SW-8 Ion Cn.	1260–2482	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1743–2457	18,000	7	P/R Tier 4
Corellian 1D Servo Turrets	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	P/R Tier 4
Hoersch-Kessel "Scorcher Heavy"	1400–2757	57–63%	57–63%	24–35	0.38–0.43	934	443–491	1909–2691	20,300	7	P/R Tier 4
Incom Heavy Bl.	1400–2757	47–53%	47–53%	22–32	0.32–0.36	1028	488–540	1909–2691	19,500	7	P/R Tier 4
MandalMotors Annihilator Mk2	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	P/R Tier 4
Rendili SC8 Disruptor	1410–2891	57–63%	38–42%	22–32	0.32–0.36	934	443–491	2075–2925	18,000	7	Imp. Tier 4
Sienar Design Sys. Imp. Special Forces Cn.	1400–2757	47–53%	47–53%	22–32	0.32–0.36	1028	488–540	1909–2691	19,500	7	Imp. Tier 4
Sienar Design Systems "Boltdriver"	1909–2954	50%	50%	27	0.34	1121	561	2800	21,900	7	**
Sienar Fleet Systems L-s1 Laser Cn.	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	Imp. Tier 4
Subpro Tripleblaster Mark3	1400–2757	47–53%	47–53%	22–32	0.32–0.36	934	443–491	1909–2691	18,000	7	P/R Tier 4
Taim & Bak KX8 Laser Cn.	1400–2757	57–63%	42–48%	22–32	0.32–0.36	841	399–442	1909–2691	16,400	7	P/R Tier 4
ArMek SW-7a Ion Cn.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1051	499–552	1909–2691	28,700	8	P/R Tier 4
Borstel Disruptor	2387–3693	63%	63%	14	0.43	1402	701	2800	38,200	8	**
Corellian AG-1G Laser Cannons	1575–3102	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1743–2457	31,400	8	P/R Tier 4
Cygnus "Eradicator 1" Disruptor	1762–3613	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	2075–2925	31,400	8	Imp. Tier 4
Gyrhil 72 Twin Auto-Blasters	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Hoersch-Kessel "Scorcher Advanced"	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Incom "Tri-Cn."	2387–3693	63%	63%	14	0.43	1402	701	2800	38,200	8	**
MandalMotors Heavy Annihilator	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Sienar Design Sys. Hvy. Imp. Spc Forces Cn.	1751–3446	59–66%	59–66%	29–42	0.38–0.43	1402	665–736	1909–2691	35,500	8	Imp. Tier 4
Sienar Fleet Sys. Imp. Special Forces Bl.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1285	610–675	1909–2691	34,100	8	Imp. Tier 4
Subpro/INCOM Quad Bl.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Taim & Bak Ht-12 Heavy Laser Cn.	1751–3446	59–66%	59–66%	28–40	0.4–0.45	1168	554–614	1909–2691	31,400	8	P/R Tier 4
Armek Advanced	1743–3595	57–63%	42–48%	24–35	0.32–0.36	990	470–520	1992–2808	42,900	9	P/R Master
Borstel RG9 Laser Cn.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	I/P/R Master
Hoersch-Kessel "Scorcher Elite"	1743–3595	57–63%	57–63%	26–38	0.38–0.43	1100	522–578	1992–2808	52,650	9	P/R Master
Incom Dual-Core Flashcannon	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	**
Incom Heavy Quad Bl.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	P/R Master
Koensayr Ion Accelerator Advanced Cn.	1755–3769	57–63%	38–42%	24–35	0.32–0.36	1100	522–578	2158–3042	46,800	9	P/R Master
MandalMotors Advanced Annihilator	1743–3595	51–59%	51–59%	24–35	0.33–0.38	1100	522–578	1992–2808	46,800	9	P/R Master
Rendili "Prototype X" Disruptor	1743–3595	57–63%	42–48%	24–35	0.32–0.36	990	470–520	1992–2808	42,900	9	**
Rendili Advanced Bl.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1210	574–636	1992–2808	50,700	9	Imp. Master
Riiz Combine "Slammer" Cn.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	**
Sienar Design Systems Elite Blasters	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1210	574–636	1992–2808	50,700	9	Imp. Master
Sienar Fleet Systems "Elite Ops" Bl.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	**
Sienar Fleet Systems Elite Cn.	1569–3236	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1826–2574	46,800	9	Imp. Master
Taim & Bak KX9 Laser Cn.	1743–3595	47–53%	47–53%	24–35	0.32–0.36	1100	522–578	1992–2808	46,800	9	P/R Master
(Unknown Manufacturer) "Rayslinger" Bl.	2193–4711	71–79%	47–53%	30–44	0.4–0.45	1375	653–723	2158–3042	56,400	10	**
ArMek Elite Ion Cn.	2179–4494	71–79%	53–60%	30–44	0.4–0.45	1238	588–650	1992–2808	51,700	10	P/R Master
Corellian AG-2G Quad Laser Cn.	1961–4044	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1826–2574	56,400	10	P/R Master
Cygnus Elite Disruptor	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	Imp. Master
Gyrhil R-9X Laser Cn.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1513	718–795	1992–2808	61,100	10	I/P/R Master
Hoersch-Kessel Modified Elite "Scorcher"	2179–4494	71–79%	71–79%	36–51	0.42–0.47	1513	718–795	1992–2808	65,800	10	P/R Master
Incom Elite Quad Bl.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	P/R Master
MandalMotors Elite Annihilator	2179–4494	52–60%	52–60%	30–44	0.38–0.43	1513	718–795	1992–2808	61,100	10	P/R Master
Sienar Design Sys. Exp. "Secret Ops" Bl.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	**
Sienar Design Systems Modified Elite Bl.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1992–2808	56,400	10	Imp. Master
Sienar Fleet Systems L-S7.2 Laser Cn.	2179–4494	59–66%	59–66%	30–44	0.4–0.45	1513	718–795	1992–2808	61,100	10	Imp. Master
Taim & Bak Elite Bl.	1961–4044	59–66%	59–66%	30–44	0.4–0.45	1375	653–723	1826–2574	56,400	10	P/R Master

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WEAPON CAPACITORS

Weapon Capacitor Type	Charge	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
Corellian Cruiser-grade Weapons Cap. "CAP1"	462–738	16–24	150	71–79	936–1464	1000	1	Priv. Tier 1
Haor Chall Old-Tech Cap.	269–431	11–17	105	49–56	546–854	700	1	**
Incom Mark I Rebel Cap.	365–585	16–26	150	71–79	819–1281	950	1	Reb. Tier 1
Koensayr Light Cap.	346–554	14–22	150	71–79	780–1220	800	1	Priv. Tier 1
Kuat Systems Engineering Mark I Cap.	385–615	16–24	150	71–79	780–1220	1000	1	I/P Tier 1/2
MandalMotors Mark I "Powermaster" Cap.	440–660	19–25	150	71–79	858–1342	1000	1	Priv. Tier 1
Mon Calamari Light Cap.	365–585	15–23	150	71–79	780–1220	850	1	**
Novaldex Small Cap.	365–585	15–23	143	67–75	741–1159	950	1	P/R Tier 1
Qualdex "Miser" Light	346–554	14–22	135	64–71	702–1098	900	1	Priv. Tier 1
Rendili J7 "Overseer" Cap.	375–625	15–25	150	71–79	750–1250	1000	1	Imp. Tier 1
Republic Sienar Systems Mark I Imperial Cap.	327–523	13–21	143	67–75	741–1159	950	1	Imp. Tier 1
Sienar Fleet Systems Mark I Imperial Cap.	404–646	16–26	165	78–87	819–1281	1050	1	Imp. Tier 1
SoroSuub "Dynamo" Mark I Cap.	404–646	16–26	158	74–83	819–1281	1050	1	P/R Tier 1
SubPro "Valiant" Z1 Cap.	385–615	21–27	150	71–79	780–1220	1050	1	Priv. Tier 1
Corellian Tuned Cruiser-grade Weapons Cap. "CAP1"	660–990	29–37	225	106–119	858–1342	1750	2	Priv. Tier 1/2
Cygnus "Cyg-Cap A" Cap.	577–923	24–36	225	106–119	780–1220	1750	2	Imp. Tier 1/2
Deepwell Cap. Model K3	519–831	21–33	203	96–107	702–1098	1575	2	**
Incom Improved Mark I Rebel Cap.	577–923	24–36	225	106–119	780–1220	1750	2	Reb. Tier 1
Koensayr Custom Light Cap.	548–877	22–35	225	106–119	780–1220	1475	2	Priv. Tier 1/2
Kuat Systems Engineering Limited Mark I Cap.	404–646	16–26	158	74–83	546–854	1225	2	Priv. Tier 1/2
MandalMotors Special Mark I "PowerMaster" Cap.	577–923	24–36	225	106–119	780–1220	1750	2	Priv. Tier 1/2
Mon Calamari Charged Light Cap.	548–877	25–38	225	106–119	819–1281	1675	2	Priv. Tier 1/2
Novaldex Sarlacc S1	606–969	25–38	236	112–125	819–1281	1825	2	P/R Tier 1/2
Qualdex "Miser" Standard	693–1107	24–36	225	106–119	936–1464	1750	2	P/R Tier 1
Sienar Design Systems Mark I Imperial Cap.	548–877	22–35	214	101–113	741–1159	1675	2	Imp. Tier 1/2
SoroSuub Enhanced Mark I "Dynamo" Cap.	577–923	32–40	225	106–119	780–1220	1750	2	P/R Tier 1
SubPro Improved "Valiant" Z1 Cap.	519–831	21–33	225	106–119	780–1220	1400	2	Priv. Tier 1/2
Corellian Cruiser-grade Weapons Cap. "CAP10"	423–677	17–27	345	163–182	819–1281	2625	3	I/P/R Master
Cygnus "Cyg-Cap B" Cap.	402–643	16–26	345	163–182	819–1281	2250	3	Imp. Tier 2
FreiTek Inc. XD-2 Cap.	381–609	15–24	345	163–182	819–1281	2125	3	Reb. Tier 2
Incom BJN-825 Cap.	484–726	21–27	345	163–182	897–1403	2625	3	Reb. Tier 2
Koensayr Improved Light Cap.	444–711	18–28	362	172–191	858–1342	2750	3	P/R Tier 2
Kuat Systems Engineering Mark II Cap.	508–812	17–27	345	163–182	975–1525	2625	3	Imp. Tier 2
MandalMotors Mark II "Powermaster" Cap.	381–609	15–24	311	147–164	741–1159	2375	3	P/R Tier 2
Mon Calamari Standard Cap.	423–677	23–30	345	163–182	819–1281	2625	3	P/R Tier 2
Novaldex Experimental High-Cap. (Unknown)	412–688	16–28	345	163–182	787–1313	2625	3	I/P/R Master
Qualdex "Miser" Elite	359–576	14–23	328	155–173	780–1220	2500	3	P/R Tier 2
Sienar Design Systems Imperial-2 Cap.	423–677	17–27	345	163–182	819–1281	2625	3	Imp. Tier 2
SoroSuub "Dynamo" Mark II Cap.	423–677	17–27	345	163–182	819–1281	2625	3	P/R Tier 2
Subpro "Valiant" Z2 Cap.	402–643	16–26	328	155–173	780–1220	2500	3	P/R Tier 2/2
TIE Elite Cap. Mark 1	444–711	18–28	380	180–200	858–1342	2500	3	Imp. Tier 2
Corellian Deluxe Cruiser-grade Weapons Cap. "CAP2"	618–1032	24–42	518	245–272	787–1313	4600	4	Priv. Tier 2
Gallofree LT-22 Cap.	635–1015	35–44	518	245–272	819–1281	4600	4	Reb. Tier 2
Huppla Pasa Tisc Old-Tech Cap.	667–1066	27–42	543	258–286	858–1342	4800	4	Priv. Tier 2
Incom Special BJN-825 Cap.	762–1218	26–40	518	245–272	975–1525	4600	4	Reb. Tier 2
Koensayr Rare Mark II Cap.	635–1015	26–40	518	245–272	819–1281	4600	4	Priv. Tier 2
Kuat Systems Engineering Performance Mark II Cap.	603–965	25–38	492	233–259	780–1220	4375	4	I/P Tier 2
MandalMotors Tuned Mark II "Powermaster" Cap.	635–1015	26–40	518	245–272	819–1281	4600	4	Priv. Tier 2
Mon Calamari Modified Standard Cap.	571–914	23–36	466	221–245	741–1159	8525	4	P/R Tier 2
Novaldex Sarlacc S2	603–965	27–42	518	245–272	858–1342	4375	4	P/R Tier 2
Qualdex Conservator Q3	667–1066	27–42	569	270–299	858–1342	4825	4	P/R Tier 2
Rendili J8 "Overseer" Cap.	571–914	23–36	518	245–272	819–1281	3725	4	Imp. Tier 2
Sienar Design Systems Special Imperial-2 Cap.	726–1089	32–40	518	245–272	897–1403	4600	4	Imp. Tier 2
SoroSuub Premium "Dynamo" Mark II Cap.	539–863	22–34	492	233–259	780–1220	4825	4	Priv. Tier 2
SubPro "Gallant" A1 Cap.	444–711	18–28	362	172–191	585–915	3275	4	P/R Tier 2
Corellian Standard Cap.	453–757	18–31	635	301–334	825–1375	6875	5	I/P/R Tier 3
Deepwell Cap. Model K5	465–745	19–30	635	301–334	858–1342	6875	5	I/P/R Tier 3
Koensayr Mark III Cap.	395–633	16–25	603	286–317	819–1281	6575	5	I/P/R Tier 3
Kuat Systems Engineering Mark III Cap.	442–707	18–28	603	286–317	819–1281	6575	5	I/P/R Tier 3
MandalMotors Mark III "Powermaster" Cap.	465–745	19–30	635	301–334	858–1342	6875	5	I/P/R Tier 3

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Weapon Capacitors

Weapon Capacitor Type	Charge	Recharge	HP	Armor HP	Energy	Mass	Cert.	Loot
Mon Calamari Heavy Cap.	465–745	19–30	635	301–334	858–1342	6875	5	I/P/R Tier 3
Novaldex Sarlacc S3	442–707	20–31	635	301–334	897–1403	6575	5	I/P/R Tier 3
Qualdex Conservator QX1 Elite	442–707	18–28	635	301–334	858–1342	5950	5	I/P/R Tier 3
SoroSuub Turbo Weapons Cap.	326–521	13–21	444	211–234	624–976	5000	5	I/P/R Tier 3
SubPro "Defiant" C1 Cap.	489–782	20–31	698	331–367	897–1403	7200	5	I/P/R Tier 3
Corellian Cruiser-grade Weapons Cap. "CAP3"	838–1340	29–44	952	452–500	1014–1586	12,000	6	I/P/R Tier 3
Koensayr Tuned Mark III Cap.	698–1117	29–44	952	452–500	858–1342	12,000	6	I/P/R Tier 3
Kuat Systems Engineering Supercharged Mark III Cap.	663–1061	30–46	952	452–500	897–1403	11,000	6	I/P/R Tier 3
MandalMotors Improved Mark III "Powermaster" Cap.	663–1061	27–42	952	452–500	858–1342	10,300	6	I/P/R Tier 3
Moncal Modified Heavy	489–782	20–31	667	316–350	624–976	8750	6	I/P/R Tier 3
Novaldex Wampa S1	733–1173	30–46	1000	474–525	897–1403	13,000	6	I/P/R Tier 3
Qualdex Cap. Battery Array	593–949	24–38	905	429–475	819–1281	8925	6	**
Qualdex Conservator QX2	698–1117	39–48	952	452–500	858–1342	12,000	6	I/P/R Tier 3
Rendili "K-Class" Weapon Cap.	733–1173	30–46	1047	497–550	897–1403	9800	6	**
SoroSuub "Dynamo" Mark III Cap.	798–1198	35–44	952	452–500	936–1464	12,000	6	I/P/R Tier 3
SoroSuub "V-1" Weapon Cap.	680–1135	27–46	952	452–500	825–1375	9350	6	**
SubPro Modified Defiant C1 Cap.	628–1005	26–40	952	452–500	858–1342	9850	6	I/P/R Tier 3
TIE Elite Cap. Mark 2	628–1005	26–40	857	407–450	780–1220	10,900	6	I/P/R Tier 3
(Unknown) Weapons Cap.	486–778	20–31	888	421–467	858–1342	18,000	7	I/P/R Tier 4
Corellian Cruiser-grade Weapons Cap. "CAP5"	538–860	22–34	981	466–516	936–1464	18,700	7	I/P/R Tier 4
Koensayr Mark IV Cap.	461–737	19–29	934	443–491	897–1403	14,800	7	I/P/R Tier 4
Kuat Systems Engineering Mark IV Cap.	358–573	14–23	654	310–344	663–1037	13,250	7	I/P/R Tier 4
MandalMotors Mark IV "Powermaster" Cap.	512–819	21–32	934	443–491	897–1403	18,000	7	I/P/R Tier 4
Mon Calamari Advanced Cap.	486–778	20–31	934	443–491	897–1403	16,000	7	I/P/R Tier 4
Novaldex Deluxe Wampa S1	461–737	19–29	841	399–442	897–1403	16,000	7	I/P/R Tier 4
Qualdex Conservator Q7 Prototype	512–819	21–32	934	443–491	897–1403	18,000	7	I/P/R Tier 4
Qualdex Conservator QX3	614–983	21–32	934	443–491	1053–1647	18,000	7	I/P/R Tier 4
SoroSuub Tuned "Dynamo" Mark III Cap.	512–819	28–36	934	443–491	897–1403	18,000	7	I/P/R Tier 4
SubPro "Defiant" C2 Cap.	512–819	21–32	934	443–491	897–1403	18,000	7	I/P/R Tier 4
SubPro "Defiant" C3 Cap.	585–879	26–33	934	443–491	975–1525	18,000	7	I/P/R Tier 4
Corellian Cruiser-grade Weapons Cap. "CAP9"	807–1290	33–51	1542	732–810	936–1464	33,000	8	I/P/R Tier 4
Koensayr Deluxe Mark IV Cap.	768–1228	31–48	1402	665–736	897–1403	31,000	8	I/P/R Tier 4
Kuat Systems Engineering Limited Mark IV Cap.	807–1290	33–51	1472	699–773	897–1403	33,000	8	I/P/R Tier 4
MandalMotors Rare Mark IV "Powermaster" Cap.	730–1167	30–46	1332	632–700	780–1220	30,000	8	I/P/R Tier 4
Mon Calamari Enhanced Advanced Cap.	691–1106	28–44	1261	599–663	819–1281	29,000	8	I/P/R Tier 4
Novaldex Wampa S2	730–1167	33–51	1402	665–736	936–1464	30,000	8	I/P/R Tier 4
Qualdex Conservator QX4	653–1044	27–41	1332	632–700	858–1342	30,000	8	I/P/R Tier 4
Sorosuub "Dynamo" Mark IV Cap.	768–1228	31–48	1402	665–736	897–1403	31,000	8	I/P/R Tier 4
SubPro "Dauntless" Z3 Cap.	748–1248	29–50	1402	665–736	862–1438	31,000	8	I/P/R Tier 4
ArMek Elite Cap. Array	563–901	23–36	1100	522–578	936–1464	46,800	9	**
Corellian Cruiser-grade Weapons Cap. "CAP10"	563–901	23–36	1100	522–578	936–1464	47,000	9	I/P/R Master
Koensayr Mark V Cap.	394–631	16–25	770	365–405	702–1098	35,100	9	I/P/R Master
Kuat Systems Engineering Mark V Cap.	479–766	19–30	1045	496–549	897–1403	44,850	9	I/P/R Master
MandalMotors Mark V "Powermaster" Cap.	535–856	24–37	1100	522–578	936–1464	44,850	9	I/P/R Master
Mon Calamari Elite Cap.	591–946	24–37	1210	574–636	936–1464	48,750	9	I/P/R Master
Novaldex Wampa S3	644–967	28–36	1100	522–578	936–1464	46,800	9	I/P/R Master
Qualdex Conservator QX5	507–811	21–32	1100	522–578	936–1464	39,000	9	I/P/R Master
Rendili "Hyperbattery" Elite Cap.	535–856	22–34	1045	496–549	897–1403	45,000	9	**
Sienar Fleet Systems Cap. Array	563–901	23–36	1100	522–578	936–1464	47,000	9	**
SoroSuub Supercharged "Dynamo" Mark IV Cap.	535–856	22–34	1100	522–578	936–1464	40,950	9	I/P/R Master
SubPro "Dauntless" Z5 Cap.	563–901	31–39	1100	522–578	897–1403	46,800	9	I/P/R Master
Taim & Bak "Hypercharger" Elite Cap.	549–916	21–37	1100	522–578	900–1500	46,800	9	**
TIE Elite Cap. Mark 3	676–1081	23–36	1100	522–578	1053–1647	46,800	9	I/P/R Master
Corellian Elite Cap.	718–1149	29–45	1568	744–824	897–1403	61,100	10	I/P/R Master
Incom Deepwell Prototype K-33 Prototype Cap.	823–1373	32–55	1651	784–867	900–1500	56,400	10	**
Koensayr Elite Mark V Cap.	803–1284	36–56	1651	784–867	975–1525	56,400	10	I/P/R Master
Kuat Systems Engineering Elite Mark V Cap.	591–946	24–37	1155	548–607	702–1098	42,300	10	I/P/R Master
MandalMotors "Provider" Model P1	803–1284	33–51	1651	784–867	936–1464	49,350	10	I/P/R Master
MandalMotors Powersoak (Original)	845–1351	35–53	1651	784–867	936–1464	56,400	10	I/P/R Master
Modified TIE Cap. (Origin Unknown)	845–1351	47–58	1651	784–867	936–1464	56,400	10	I/P/R Master
Mon Calamari Deluxe Elite Cap.	887–1419	36–56	1816	862–954	975–1525	56,400	10	I/P/R Master
Novaldex Experimental High-Cap. (Unknown)	887–1419	36–56	1733	823–910	975–1525	58,750	10	I/P/R Master
Qualdex Experimental (Unknown Model)	760–1216	31–48	1486	705–780	858–1342	51,700	10	I/P/R Master
Sienar Design Systems "Imperial Finest" Cap.	845–1351	35–53	1651	784–867	936–1464	56,400	10	**
SoroSuub "Flash" Cap.	760–1216	31–48	1651	784–867	936–1464	47,000	10	I/P/R Master
SubPro Experimental Cap. (Unknown)	1014–1621	35–53	1651	784–867	1092–1708	56,400	10	I/P/R Master
Z95 Deepwell Cap. (Experimental)	966–1450	43–54	1651	784–867	1014–1586	56,400	10	I/P/R Master

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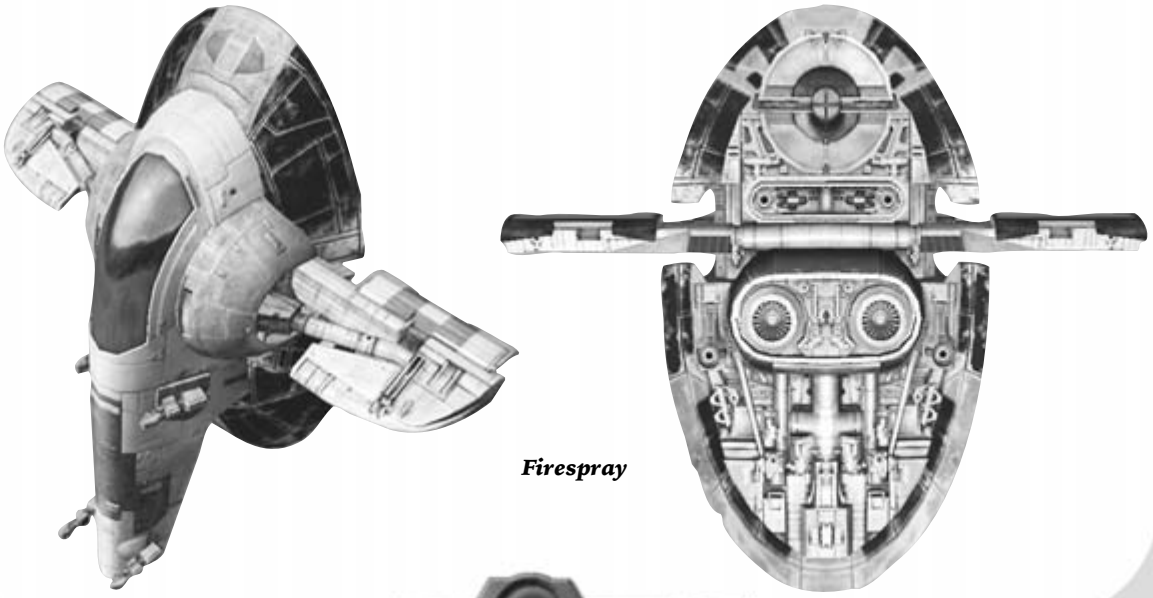
SHIP FRAMES (SHIP CHASSIS)

Ship	HP	Mass Capacity	Blasters	Missile	Handling	Armament	Defense
Dunelizard Medium Fighter	1750	85k	1	1	0.64	Light	Light
TIE Light Duty Fighter	1750	112k	1	1	0.68	Light	Light
Z95 Headhunter	1750	12k	1	1	0.55	Light	Light
TIE Fighter	1750	20k	1	1	0.64	Light	Light
Dunelizard Fighter, Style 1	2750	85k	2	1	0.58	Heavy	Moderate
Y-Wing Fighter	3500	150k	2	1	0.42	Heavy	High
Kihraxz Light Fighter, Style 1	1950	40k	1	1	0.62	Light	Light
TIE/In Fighter	2200	40k	1	1	0.66	Light	Moderate
Y-Wing Longprobe	3000	170k	2	2	0.42	Heavy	High
Kimogila Fighter, Style 1	3500	110k	3	1	0.48	Heavy	High
Ixiyen Fast Attack Craft, Style 1	2200	95k	2	1	0.56	Moderate	Moderate
X-Wing Fighter	2200	100k	3	1	0.58	Heavy	Moderate
TIE Interceptor	2250	50k	1	1	0.78	Light	Moderate
TIE Bomber	3500	190k	2	2	0.52	Heavy	High
A-Wing Fighter	2200	65k	1	1	0.76	Light	Moderate
TIE Advanced	2500	65k	2	1	0.62	Light	Moderate
TIE Aggressor	2600	120k	2	1	0.58	Heavy	Moderate
Rihkxyrk Attack Ship, Style 1	3600	190k	3	1	0.46	Heavy	High
TIE Oppressor	3500	170k	2	2	0.54	Heavy	High
B-Wing Fighter	4000	240k	4	2	0.44	Very Heavy	Very High
VT-49 Decimator	4200	5 million	2	3	0.36	Very Heavy	Very High
YKL-37R Nova Courier	4200	5 million	2	3	0.32	Very Heavy	Very High
YT-1300 Transport	4200	5 million	2	2	0.34	Very Heavy	Very High
KFS Firespray	3500	210k	2	2	0.65	Heavy	High
ARC-170	2000	125k	3	1	0.57	Heavy	High
Grievous' Starship	1800	90k	2	1	0.79	Moderate	Moderate
Jedi Starfighter	1650	90k	2	1	0.65	Moderate	Light
Y-8 Mining Vessel	10,000	5 million	3	1	0.30	Very Heavy	Very High
YT-2400 Transport	4200	5 million	2	2	0.34	Very Heavy	Very High



Firespray

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Piloting Profession

As a Pilot, you can follow three different career paths — a neutral Privateer, an Imperial Navy Pilot, or a Rebel Alliance Starfighter Pilot. No matter which one you choose, you will gain the ability to soar through the stars and expand your **Star Wars *Galaxies*** *combat horizons. Being a Pilot opens up an entirely new realm of player-versus-environment and player-versus-player dogfights.*

Foreword

So you want to be a Pilot in the *Star Wars* universe? Well, as we all know, flying aces like Solo and Skywalker weren't born in a day. There's a few things you'll need to understand about starships and piloting before you're ready to launch into your first battle. Advanced maneuvers, dogfighting techniques, ordnance proficiency … these are just a handful of the topics you'll need to study if you hope to survive more than a light year from your landing pad.

Don't forget that there's a Galactic Civil War going on — and like it or not, you're going to have to take a side in the matter, even if that side is no side at all. (After all, there are a lot of enterprising, independent "contractors" out there with their minds on slightly illicit business deals. They may be willing to bank on a loner like you, if that helps them profit from the Empire's attention being focused elsewhere.) What allegiance you choose in the war will have a large impact on your piloting and fighting capabilities, as well as the progress you'll make in your career.

Why Become a Pilot?

Becoming a Pilot is almost a no-brainer! Who hasn't dreamed of unfolding their X-Wing fighter and strafing the course of an Imperial Star Destroyer while in formation with your wingmates? How about the feel of inertia as you bank and roll to evade the fire of pursuing Hutt fighters in your YT-1300? Have you grinned at the possibilities of fuzzy dice in your TIE cockpit?

There are many reasons to play a Pilot:

For one, starships are a very effective means of planetary travel. Ordinarily, to travel through systems, you must wait for shuttles to land at special starports. Many times you won't be able to simply go from point A to point D. You'll have to go from A to B to C to D via connecting flights. This means of "planet-hopping" can be expensive and time-consuming. But thanks to the miracle of hyperspace travel, starship owners (with hyperspace-capable engines) can travel across the galaxy in mere moments — perfect for those annoying harvester runs!

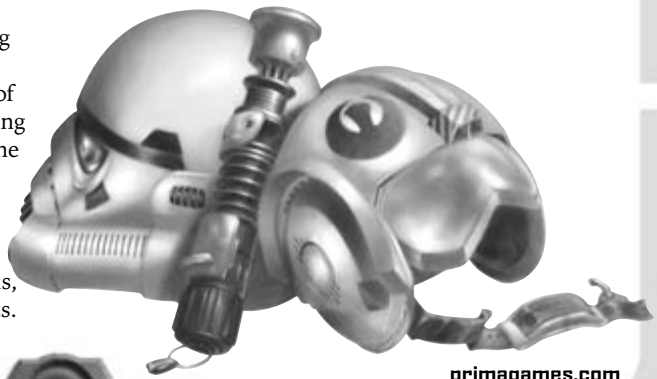
Becoming a Pilot is also inexpensive. Everything is provided to you by the faction you decide to join. Your faction will provide you with a starship to get you out and flying, training when they believe you're ready for it. Your faction will even reward you with bonus credits for a job well-done — or maybe a shiny new flight suit!

But there's more. Pilot professions can be learned while you're learning any other skill. For example, you can be a smuggler flying ace, just like ….

Pilot Factions

Pilots can be one of three factions — Imperial, Rebel or Privateer (neutral). Faction plays a large role in training, since the only training you can get is from faction-related NPCs, at the moment.

Faction becomes more important in PvP play, when the Imperial and Rebel fighters duke it out for control over deep space. Whichever group maintains control has the best access to loot and can often intercept enemy shipments. Privateer Pilots aren't excluded when it comes to faction PvP play, however; they get their fair share of loot that is unavailable to Pilots who have sworn allegiance to one side or another.



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Profession Paths

Each step on your professional path gains one of the following four types of advantages:

Pilot Certifications. Once you are certified for a particular ship, you can fly it.

Weapon Certifications. These skills certify you to mount and use different weapon components. You can earn certifications ranging from Level 1 to Level 10. In order to mount a particular component/weapon on your ship, you have to be certified for that item.

Pilot Commands/Abilities. These skills give you new Pilot commands and special abilities. These range from repairing ships and boosting your target to effects that can temporarily disrupt your enemy's attack.

Droid Programs (Prog.)/Certifications. These skills provide droid programs and certifications that let you control the Astromech flight computer.

You earn droid certifications ranging from Level 1 to Level 6. Each level corresponds the rating of the datapad on the droid or flight computer. Level 6 is the largest datapad, so it can of course store the most droid programs for use during spaceflight.

To access droid programs, you must first burn the program onto a blank droid module. Then, transfer it to your datapad (using the radial option) and insert the Ready Chip into the datapad on the Flight Computer's memory bank. To burn and mount any chip, you have to have the correct level of Flight Computer in your datapad (noted in the skill listings).

Once you achieve Master Pilot status, you start accumulating Prestige Points instead of Piloting experience. We can't say much, but these will become important later as the game's storyline progresses, so hang onto them!

Pilot and Droid Commands

The commands you acquire let you repair your ship, recharge a friendly target's shields or health, scramble your identity, call in a bomber strike, and more. Most commands have a success chance of about 60 to 70 percent when you first get them. Failure effects can range from basic ineffectiveness (nothing happens) to a critical failure that causes ship damage or some other undesirable effect.

As you progress, your success rate for commands you earned earlier will increase and they won't fail as often. The higher your Pilot Special Tactics skill modifier, the better your chance of command success. So the more you can add to this modifier, the better.

Most commands only affect a single ship, although a few require sacrificing your own ship's stats to help out a friendly. For most commands, you must wait before issuing another command. Simple commands have shorter wait times, while more advanced ones require you to wait longer.

Privateer/Freelance Pilot	Imperial Navy Pilot	Rebel Alliance Starfighter Pilot	XP for Next	Total XP
Basic Pilot	Imperial Cadet	Alliance Starfighter Trainee	0	0
Basic Starfighters	Intermediate TIE Combat Craft Operations	Basic Starfighter Continuation Training	7,500	7,500
Basic Starship Ordnance	Basic Imperial Starship Ordnance	Basic Alliance Starfighter Ordnance	7,500	15,000
Basic Training	Basic Training	Starfighter Survival Tactics	7,500	22,500
Droid Interface Basics	Droid Interface Basics	Droid Interface Basics	7,500	30,000
Advanced Fighters	Advanced TIE Combat Operations	Multi-Role Craft	60,000	90,000
Intermediate Starship Ordnance	Intermediate Imperial Starship Ordnance	Intermediate Alliance Starship Ordnance	60,000	150,000
Starship Defense	Imperial Regular	Space Combat Techniques	60,000	210,000
Engineering Algorithms	Engineering Algorithms	Engineering Algorithms	60,000	270,000
Special Warships	Advanced Capability TIE Vessels	Space Superiority Fighters	200,000	470,000
Advanced Starship Ordnance	Advanced Imperial Starship Ordnance	Advanced Alliance Starship Ordnance	200,000	670,000
Advanced Techniques	Special Forces	Advanced Space Combat	200,000	870,000
System Balance Programming	System Balance Programming	System Balance Programming	200,000	1,070,000
Exotic Vessels	TIE Experimental Vessels	Hyper-Maneuverable Starfighters	1,000,000	2,070,000
Heavy Starship Ordnance	Heavy Imperial Starship Ordnance	Heavy Alliance Starship Ordnance	1,000,000	3,070,000
Expert Technique	Elite TIE Guard	Special Weapons and Tactics	1,000,000	4,070,000
Droid Intelligence Theory	Droid Intelligence Theory	Droid Intelligence Theory	1,000,000	5,070,000
Flight Artistry	Imperial Pilot Ace	Rebel Alliance Pilot Master	7,500,000	12,570,000

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All Factions

IFF Transponder Scramble; /iffscramble. Scrambles your ship's identity to always appear as friendly. Run this when you are under attack – but if you succeed, do not attack that same ship!

Imperial

Bomber Strike 1 through 3; /bstrike1-3. Calls for Imperial help when you have the target selected. Help only attacks your transmitted target, and will not accept updated targets. Higher success rates on this command improve the attack assets. Higher commands give larger force.

Emergency Weapons; /eweapons. Transfers some system power to weaponry for a short time. This does not increase damage, but it reduces recharge power requirements. Failure can shut down your ship's systems for a period of time.

Pump Reactor; /pumpreactor. Overcharges your reactor for extra thrust and power (but at the risk of shutting down your ship's systems). Good for dogfighting, but bad if you have to wait for your reactor to re-light.

Nebula Blast /nblast. If issued while in a nebula, triggers an area-effect explosion. Your success level affects how much damage you take yourself.

Rebel

Emergency Shields; /eshields. Transfers some system power to shields for a short time so that they charge faster, but at the cost of weapon power. Failure can shut down your ship's systems for a period of time.

In Space Repair; /inspacerepair. Calls in a freighter to repair your ship, as long as you are not under attack or flying. Pay the repair ship to get repaired. Note that your ship will decay slightly when you use this command.

Jump Start Level One; /jstart1. Uses your ship's weapon capacitor to recharge a targeted ally's shields. Capacitor must have at least 50% charge.

Jump Start Level Two; /jstart2. Same as Level One, except that half of your remaining shield power is added to the recharge power for your shields.

Jump Start Level Three; /jstart3. Same as Level One, except that 90% of your remaining shield power is added to the recharge power for your shields.

Ship System Emergency Repair; /vrepair. Transfers some operating ability from healthy systems to repair the most heavily damaged systems. Use with care when your ship is heavily damaged and you need to finish your current mission, since this risks system overload and negatively impacts the contributing systems.

Other Ship System Emergency Repair; /vrepairother. Transfers some of your ship's health to another friendly ship that has taken damage. To use this, target a friendly ship and stop next to it.

Repair and Replenishment; /inspacerr. Same as In Space Repair + Underway Replenishment – the repair ship makes repairs and delivers munitions and countermeasures.

Underway Replenishment; /inspacereload. Variant of /inspacerepair, except that a freighter re-arms your ship with countermeasures and missiles. However, they aren't as effective as the ones you originally brought.

Privateer

Emergency Thrust: /ethrust. Converts reactor power to engine speed. This makes your ship extremely fast, but it effectively shuts down your weapons and shields while you're traveling. At lower success rates, you run the risk of reduced thrust over time, as well as disabling your systems.

Pirate Trap Level One, Two; /ptrap1-2. Issues a fake freighter distress call over pirate frequencies in order to lure pirates into the region. They will attack whatever you have targeted at the time. If you're successful, they won't attack you – if you fail, they will. How many pirates arrive depends on your success rate. Level Two lures more lucrative ships.

Energy Pulse Level One, Two; /epulse1-2. Emits a powerful area-effect energy pulse that damages only enemy ships in the vicinity. However, this completely drains your weapon capacitor. Failure can wreck your own systems instead. Success with Level Two is harder, but applies more damage.

Energy Pulse Level Three; /epulse3. Like the other two previous commands, but applies additional power to the pulse by drawing on your weapon and shield power. This one also affects friendlies in the area.

Droid Commands

Droid commands execute instructions burned onto droid memory chips, which are installed in the datapad of the droid attached to your ship. Droid commands are currently executed by typing **/droidcommand <command>** into your chat window or pressing Ctrl A and selecting the command from the Droid pane.

All Factions

Mute Droid/Flight-Computer. Toggles the flight droid's or flight-computer's auditory feedback mode, giving some control over how talkative and responsive they are.

Imperial

Engine Overload – One through Four. Gives your ship a speed boost, but at the cost of more power and less efficiency.

Engine Tuning – One through Four. Causes engines to consume slightly less power, but with reduced engine performance.

Engine Stabilization. Resets engines to default settings.

Weapon Overload – One through Four. Does more damage with weapons, but consumes more power per shot.

Weapon Tuning – One through Four. Does a little less weapon damage, but saves some power per shot.

Weapon Normalization. Resets all weapons to default settings.

Rebel

Shield Front Reinforcement – Light, Moderate, Heavy, Extreme. Converts some rear shield power to help reinforce front shield power (but not past maximum levels).

Shield Rear Reinforcement – Light, Moderate, Heavy, Extreme. Converts some front shield power to help reinforce rear shield power (but not past maximum levels).

Shield Front Adjust – Light, Moderate, Heavy, Extreme. Increases max charge for the front shields by reducing max charge for the rear shields.

Shield Rear Adjust – Light, Moderate, Heavy, Extreme. Increases max charge for the rear shields by reducing max charge for the front shields.

Shields Normalization. Resets shields to default settings.

Privateer

Reactor Overload – One through Four. Forces the reactor to output more power, but with the potential for random reactor damage.

Reactor Stabilization. Reset reactor back to default settings.

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Getting Your First Ship

Obtaining your first ship is easy — just speak to any Imperial, Rebel or Privateer Pilot NPCs scattered throughout the galaxy (usually standing outside starports awaiting their next flights). These individuals will direct you to special trainers for their factions, who'll be more than happy to provide you with a free, ready-to-fly ship — placed directly into your datapad — in exchange for your allegiance in the conflict sweeping across the galaxy. That starter jalopy may be all well and good for the tasks your flight instructor has in store for you, but sooner or later you're going to want to upgrade to a better ship. You'll need to find a Structures Trader to accomplish this.

Structures Traders specialize in constructing ship chassis (frames) and parts. You may wish to use the planetary map and look for Structures Trader–owned vendors, or perhaps you have a friend who is familiar with the Space Dock (or can refer you to someone who does). More experienced Pilots may even wish to custom-order a ship chassis to their specifications.

Once you manage to purchase the blueprints from a Structures Trader, you're halfway to owning a brand new starship. But first, you'll have to take the blueprint to a Chassis Dealer NPC. These NPCs can be found in greater starports across the galaxy. For a fee appropriate to the quality of the starship, they'll be more than happy to use your blueprint to craft a deed for your ship. (Higher-level ships cost more credits.) Once you've got your deed, you can create the ship in your datapad the same way you might unpack a swoop or droid.

Launching for the First Time

When you launch your ship (through a starship terminal), you'll automatically be placed into low orbit and near a space station corresponding to your launch point/destination. You'll use these stations to travel to any other normal space zone — and its associated planet(s) — you can even use one (a different one per faction) to enter restricted areas like Kessel. With your ship, you can travel the stars at your leisure — just remember that without a good ion engine in your ship, it might end up being a very long joy ride. Just like on the ground, each "system" has its boundaries, meaning it's impossible to travel from planet to planet via ordinary space flight. You must jump to lightspeed if you hope to escape a planet's gravitational pull. The ship you're given starting out is incapable of hyperspace travel, but your trainer will instruct you when he believes you're ready to handle interplanetary travel.

Also note that some areas can be very dangerous to enter — for example, the orbital inhabitants of Dathomir are just as dangerous as their ground counterparts. If you're an Alliance Pilot, you'd do well to stay far and away from any Imperial space stations or Imperial star destroyers, and vice versa. Privateer Pilots will have to watch themselves, as well. Just because the Empire and the Alliance are too busy fighting each other to notice the criminal element at work doesn't mean that local planetary governments no longer handle the responsibility of policing their own spaceways, and nothing's more humbling than a Corellian Corvette's laser batteries on your brand new paint job.

Ships You Can Fly

You can fly a number of different ships, depending on your certifications. For stats on the various ships, see the ship list on p. 260.

SHIP TYPES

Imperial	Rebel	Freelance
TIE Advanced	A-Wing	YT-1300 Corellian Transport (Mil. Fal.)
TIE Defender	B-Wing	Dunelizard Medium Fighter
TIE Fighter	X-Wing	Dunelizard Fighter, Style 1
TIE Interceptor	Y-Wing	Kimogila Fighter, Style 1
TIE Aggressor	Y-Wing Longprobe	Kihraxz Light Fighter, Style 1
TIE Bomber	Z95 Headhunter	Ixiyen Fast Attack Craft, Style 1
TIE Oppressor	YKL-37R Nova Courier	Rihkxyrk Attack Ship, Style 1
Decimator	ARC-170	Black Sun Vaksai
Jedi Starfighter II	Heavy X-wing	
Imp. Guard TIE Int.	Heavy Z-95	

OTHER

KSE Firespray (R.E. bonus)
Sorusuub Space Yacht (Party Barge)
YT-2400

SHIP CONTROLS

Mouse	Control direction
Mouse Left-click	(Left-click) Fire primary weapons
Mouse Right-click	(Right-click) Fire secondary weapon
Thumbwheel	Zoom view in/out
W, S	Increase/decrease engine speed (or use up/down arrows)
Q, E	Roll ship (or use left/right arrows)
A, D	Yaw ship (or use Numpad 1, 3)
Tab	Switch to next target
Shift C	Target and Comm space station to land

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About Your Ship

Ships that you can physically get into have several different areas and let you perform a number of tasks while inside of it. Your ship can hold up to 75 items, so you should have no problem transporting your stuff around. However, you can own only one ship that contains items — if you try to fly a second ship that still has cargo, you won't be able to. And don't worry if you get blasted away in space — you won't lose items even if your ship is destroyed.

You can give other people permission to enter your ship, very similar to how you give access permissions to other players for houses. You can control permissions to your ship and loot box through the management terminal.

To launch a ship with your friends, each one must be added to the Invite option in the Starship Terminal. You must have a ship with a capacity at least as large as your prospective group. (Many ships are single-player vessels.) The Pilot (owner of the ship) then selects the Launch action, and all players are transported to the ship's interior. No one can disband from the group during the flight.

Area 1 – Pilot Station

To get to the pilot station, use the pilot station seat. Here, you control the ship's navigation by changing speed and direction using boosters, navigation controls, and hyperspace.

Area 2 – Operations Station

To get to the operations station, use the operations station seat. This station lets you issue droid and piloting commands. You can also monitor the ship's current status here and issue commands to repair the ship.

Area 3 – Gunner Station

To get to the gunner station, use the turret ladder. This station gives you control of the turret stations. Multi-person ships have two gunner stations — one for the top of the ship and another below.

Area 4 – Passenger "Station"

Anyone who is not in the previous three stations is placed in a passenger area. While on board, they can do anything they could normally do inside of a building. Passengers can do more than just ride, however — they can serve as "deck hands" and make repairs using two different objects on board your ship:

Access Panels. Passengers can use these panels and apply repair kits to fix external components.

Plasma Conduits. Passengers can make repairs to certain components (like the engine or reactor) by using a conduit and applying a conduit repair kit. You'll need these, because if one of these components takes damage during combat, your passengers will see a hot plasma leak, and an alarm will sound. Soon, your passengers will catch on fire. They can extinguish the flames by leaving the compartment, but your component will be disabled unless it's repaired.

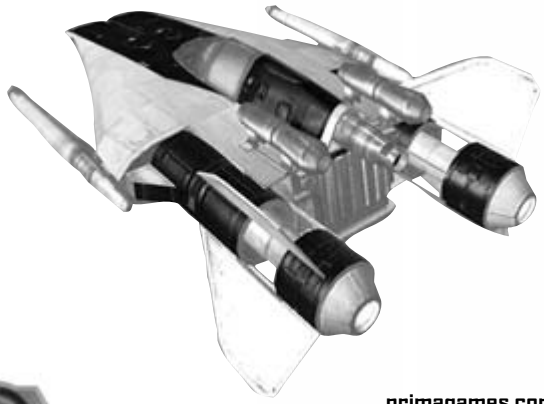
Loot Box

Every ship has a container called a loot box, which stores everything that is dropped by enemy ships during combat. You can control access to the loot box through administrator permissions.

Don't forget to empty your loot box before you take off — once it gets full, you can't add anything to it. It would be a shame to watch a great drop drift off into space because you forgot to sell off the loot from your prior mission.

Escape Pod

If worse comes to worst, the pilot or passengers can use an escape pod to head back to the launchpad.



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PRIVATEER

BASIC PILOT
No Experience Required

ABILITIES
- Droid Prog.: Mute Droid/Flight Computer
- Level 1 Ship Equipment Certification
- Level 1 Astromech Certif. (All Ships Except TIE Fighter)
- Scyk Starfighter Piloting Certification

BASIC STARFIGHTERS
7,500 Starship Combat Experience

ABILITIES
- Dunelizard Starfighter Piloting Certification

BASIC STARSHIP ORDNANCE
7,500 Starship Combat Experience

ABILITIES
- Missile Launching Skill +65
- Level 2 & 3 Ship Equipment Certifications

BASIC TRAINING
7,500 Starship Combat Experience

ABILITIES
- Special Pilot Tactics +20
- Emergency Thrust

DROID INTERFACE BASICS
7,500 Starship Combat Experience

ABILITIES
- Droid Prog.: Capacitor-to-Shield Shunt – One
- Droid Prog.: Reactor Overload – One
- Droid Prog.: Reactor Stabilization
- Droid Prog.: Weapon Capacitor Overcharge – One
- Droid Prog.: Weapon Capacitor Reset
- Level Two Astromech Certification

ADVANCED FIGHTERS
60,000 Starship Combat Experience

ABILITIES
- Kihraxz Starfighter Piloting Certification
- Kimogila Starfighter Piloting Certification

INTERMEDIATE STARSHIP ORDNANCE
60,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +10
- Level 4 Ship Equipment Certification
- Level 5 Ship Equipment Certification

STARSHIP DEFENSE
60,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Pirate Trap Level One

ENGINEERING ALGORITHMS
60,000 Starship Combat Experience

ABILITIES
- Droid Prog.: Capacitor-to-Shield Shunt – Two
- Droid Prog.: Reactor Overload – Two
- Droid Prog.: Weapon Capacitor Overcharge – Two
- Level Three Astromech Certification

SPECIAL WARSHIPS
200,000 Starship Combat Experience

ABILITIES
- Ixiyen Starfighter Piloting Certification

ADVANCED STARSHIP ORDNANCE
200,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +10
- Level 6 Ship Equipment Certification
- Level 7 Ship Equipment Certification

ADVANCED TECHNIQUES
200,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Energy Pulse Level One
- IFF Transponder Scramble

SYSTEM BALANCE PROGRAMMING
200,000 Starship Combat Experience

ABILITIES
- Droid Prog.: Capacitor-to-Shield Shunt – Three
- Droid Prog.: Reactor Overload–Three
- Droid Prog.: Weapon Capacitor Overcharge – Three
- * Level Four Astromech Certification

EXOTIC VESSELS
1,000,000 Starship Combat Experience

ABILITIES
- ARC 170 Piloting Certification
- Rihkxyrk Starfighter Piloting Certification
- Grievous' Starship Piloting Certification
- Jedi Starfighter Piloting Certification
- Vaksai Starfighter Piloting Certification

HEAVY STARSHIP ORDNANCE
1,000,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +15
- Level 8 Ship Equipment Certification

EXPERT TECHNIQUE
1,000,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Energy Pulse Level Two

DROID INTELLIGENCE THEORY
1,000,000 Starship Combat Experience

ABILITIES
- Droid Prog.: Capacitor-to-Shield Shunt – Four
- Droid Prog.: Reactor Overload – Four
- Droid Prog.: Weapon Capacitor Overcharge – Four
- Level Five Astromech Certification

FLIGHT ARTISTRY
7,500,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Energy Pulse Level Three
- KSE Firespray Piloting Certification
- Level 9 Ship Equipment Certification
- Level 10 Ship Equipment Certification
- Level Six Astromech Certification
- Pirate Trap Level Two
- YT-1300 Transport Piloting Certification
- M22-T "Krayt" Gunship Piloting Certification
- Y-8 Mining Ship Piloting Certification

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IMPERIAL NAVY PILOT

IMPERIAL CADET
No Experience Required

ABILITIES
- Droid Prog.: Mute Droid/Flight Computer
- Level 1 Ship Equipment Certification
- Level 1 Astromech Droid Certification (All Ships Except TIE Fighter)
- TIE Fighter (Light Duty) Piloting Certification

INTERMEDIATE TIE COMBAT CRAFT OPERATIONS
7,500 Starship Combat Experience

ABILITIES
- TIE Fighter Piloting Certification

BASIC IMPERIAL STARSHIP ORDNANCE
7,500 Starship Combat Experience

ABILITIES
- Missile Launching Skill +65
- Level 2 Ship Equipment Certification
- Level 3 Ship Equipment Certification

BASIC TRAINING
7,500 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Pump Reactor

DROID INTERFACE BASICS
7,500 Starship Combat Experience

ABILITIES

(All Require Level 1 or Higher Flight Computer on Datapad.)
- Droid Prog.: Engine Overload 1
- Droid Prog.: Engine Stabilization
- Droid Prog.: Engine Tuning 1
- Droid Prog.: Weapon Normalization
- Droid Prog.: Weapon Overload 1
- Droid Prog.: Weapon Tuning 1
- Level Two Astromech Certification

ADVANCED TIE COMBAT OPERATIONS
60,000 Starship Combat Experience

ABILITIES
- TIE/In Fighter Piloting Certification

INTERMEDIATE IMPERIAL STARSHIP ORDNANCE
60,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +10
- Level 4 Ship Equipment Certification
- Level 5 Ship Equipment Certification

IMPERIAL REGULAR
60,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Emergency Weapons

ENGINEERING ALGORITHMS
60,000 Starship Combat Experience

ABILITIES

(All Require Level 1 or Higher Flight Computer on Datapad.)
- Droid Prog.: Engine Overload 2
- Droid Prog.: Engine Tuning 2
- Droid Prog.: Weapon Overload 2
- Droid Prog.: Weapon Tuning 2
- Level Three Astromech Certification

ADVANCED CAPABILITY TIE VESSELS
200,000 Starship Combat Experience

ABILITIES
- TIE Bomber Piloting Certification
- TIE Interceptor Piloting Certification

ADVANCED IMPERIAL STARSHIP ORDNANCE
200,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +10
- Level 6 Ship Equipment Certification
- Level 7 Ship Equipment Certification

SPECIAL FORCES
0 Skill Points
200,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Bomber Strike 1
- Nebula Blast

SYSTEM BALANCE PROGRAMMING
200,000 Starship Combat Experience

ABILITIES

(All Require Level 1 or Higher Flight Computer on Datapad.)
- Droid Prog.: Engine Overload 3
- Droid Prog.: Engine Tuning 3
- Droid Prog.: Weapon Overload 3
- Droid Prog.: Weapon Tuning 3
- Level Four Astromech Certification

TIE EXPERIMENTAL VESSELS
1,000,000 Starship Combat Experience

ABILITIES
- ARC 170 Piloting Certification
- Grievous' Starship Piloting Certification
- Imperial Guard TIE Interceptor Piloting Certification
- Jedi Starfighter Piloting Certification
- TIE Advance Piloting Certification
- TIE Aggressor Piloting Certification

HEAVY IMPERIAL STARSHIP ORDNANCE
1,000,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +15
- Level 8 Ship Equipment Certification

ELITE TIE GUARD
1,000,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Bomber Strike 2

DROID INTELLIGENCE THEORY
1,000,000 Starship Combat Experience

ABILITIES

(All Require Level 1 or Higher Flight Computer on Datapad.)
- Droid Prog.: Engine Overload 4
- Droid Prog.: Engine Tuning 4
- Droid Prog.: Weapon Overload 4
- Droid Prog.: Weapon Tuning 4
- Level Five Astromech Certification

IMPERIAL PILOT ACE
7,500,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Bomber Strike 3
- KSE Firespray Piloting Certification
- Level 9 Ship Equipment Certification
- Level 10 Ship Equipment Certification
- Level Six Astromech Certification
- TIE Oppressor Piloting Certification
- VT-49/Decimator Piloting Certification
- Y-8 Mining Ship Piloting Certification

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REBEL ALLIANCE STARFIGHTER PILOT

ALLIANCE STARFIGHTER TRAINEE
No Experience Required

ABILITIES
- Droid Prog.: Mute Droid/Flight Computer
- Level 1 Ship Equipment Certification
- Level 1 Astromech Droid Certif. (All Ships Except TIE Fighter)
- Z-95 Headhunter Piloting Certification

BASIC STARFIGHTER CONTINUATION TRAINING
7,500 Starship Combat Experience

ABILITIES
- Y-Wing Piloting Certification

BASIC ALLIANCE STARFIGHTER ORDNANCE
7,500 Starship Combat Experience

ABILITIES
- Missile Launching Skill +65
- Level 2 Ship Equipment Certification
- Level 3 Ship Equipment Certification

STARFIGHTER SURVIVAL TACTICS
7,500 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- IFF Transponder Scramble
- Jump Start Level One

DROID INTERFACE BASICS
7,500 Starship Combat Experience

ABILITIES
- Droid Prog.: Shield Front Adjust – Lt.
- Droid Prog.: Shield Front Reinforcement – Light
- Droid Prog.: Shield Rear Adjust – Lt.
- Droid Prog.: Shield Rear Reinforcement – Light
- Droid Prog.: Sh. Normalization – Lt.
- Level Two Astromech Certification

MULTI-ROLE CRAFT
60,000 Starship Combat Experience

ABILITIES
- Y-Wing 'LongProbe' Piloting Certification

INTERMEDIATE ALLIANCE STARSHIP ORDNANCE
60,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +10
- Level 4 Ship Equipment Certification
- Level 5 Ship Equipment Certification

SPACE COMBAT TECHNIQUES
60,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Emergency Shields
- Ship System Emergency Repair

ENGINEERING ALGORITHMS
60,000 Starship Combat Experience

ABILITIES
- Droid Prog.: Sh. Front Adjust – Mod.
- Droid Prog.: Shield Front Reinforcement – Moderate
- Droid Prog.: Sh. Rear Adjust – Mod.
- Droid Prog.: Shield Rear Reinforcement – Moderate
- Droid Prog.: Sh. Normalization – Mod.
- Level Three Astromech Certification

SPACE SUPERIORITY FIGHTERS
200,000 Starship Combat Experience

ABILITIES
- X-Wing Piloting Certification

ADVANCED ALLIANCE STARSHIP ORDNANCE
200,000 Starship Combat Experience

ABILITIES
- Missile Launching Skill +10
- Level 6 Ship Equipment Certification
- Level 7 Ship Equipment Certification

ADVANCED SPACE COMBAT
200,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- In Space Repair
- Jump Start Level Two

SYSTEM BALANCE PROGRAMMING
200,000 Starship Combat Experience

ABILITIES
- Droid Prog.: Shield Front Adjust – Heavy
- Droid Prog.: Shield Front Reinforcement – Heavy
- Droid Prog.: Shield Rear Adjust – Heavy
- Droid Prog.: Shield Rear Reinforcement – Heavy
- Droid Prog.: Shields Normalization – Heavy
- Level Four Astromech Certification

HYPER-MANEUVERABLE STARFIGHTERS
1,000,000 Starship Combat Experience

ABILITIES
- A-Wing Piloting Certification
- Advanced X-wing Piloting Certif.
- ARC 170 Piloting Certification
- Grievous' Starship Piloting Certif.
- Jedi Starfighter Piloting Certification

HEAVY ALLIANCE STARSHIP ORDNANCE
1,000,000 Starship Combat Experience

ABILITIES
- Missile Launching +15
- Level 8 Ship Equipment Certification

SPECIAL WEAPONS AND TACTICS
1,000,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- Other Ship System Emergency Repair
- Underway Replenishment

DROID INTELLIGENCE THEORY
1,000,000 Starship Combat Experience

ABILITIES
- Droid Prog.: Sh. Front Adjust – Ext.
- Droid Prog.: Shield Front Reinforcement – Extreme
- Droid Prog.: Sh. Rear Adjust – Ext.
- Droid Prog.: Shield Rear Reinforcement – Extreme
- Droid Prog.: Sh. Normalization – Ext.
- Droid Prog.: Sh. Emergency Front
- Droid Prog.: Shield Emergency Rear
- Level Five Astromech Certification

REBEL ALLIANCE PILOT MASTER
7,500,000 Starship Combat Experience

ABILITIES
- Pilot Special Tactics +20
- B-Wing Piloting Certification
- Jump Start Level Three
- KSE Firespray Piloting Certification
- Level 9 Ship Equipment Certification
- Level 10 Ship Equipment Certification
- Level Six Astromech Certification
- Repair and Replenishment
- Y-8 Mining Ship Piloting Certif.
- YKL-37R Nova Courier Piloting Certification

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Politicians

Politician is a unique profession, giving you the opportunity to run and manage your own city. As an optional profession (but not a starting profession), any character with a little free time can begin the life of a Politician. To become a Politician, all you need to do is acquire and place a house (through a deed), then declare residency.

If you choose to follow the route of the Politician — not just to get a house — the next step is to place a City Hall. Limited by location so city zones do not overlap, every Politician needs to ensure a steady, ongoing population for the survival of her city. Ten citizens is the minimum amount required to run a city. The size of the city determines which structures may be placed within the city.

Some of your Politician abilities are usable from the command window and others from the management terminal in the City Hall (after you become a mayor of a city). As long as you're mayor, you have access to that terminal.

You can place the buildings most crucial to a city's survival — civic structures. In addition, you may also place mission terminals, plus statues and other ornamental structures. Your city's visual appeal can be important as you attempt to entice passers-by into becoming citizens.

Taxes and militia are other mayoral responsibilities, and are important elements in a player's decision as to where to call home. Split up into four categories, the mayor may require a property tax, citizen tax, sales tax, and travel tax of his or her citizens. The mayor may also appoint citizens to the city militia, which has the power to ban unruly characters from entering civic structures, or make them attackable within city limits.

Another unique benefit of the Politician profession is to provide a city specialization. This specialization, in exchange for a weekly credit cost, provides important benefits to the city's inhabitants.

Using all of these abilities wisely, the Politician can create a powerful city that players will fight over for citizenship rights. These skills are open to anyone with the temperament to make use of them, allowing every player the unique opportunity to enter politics.

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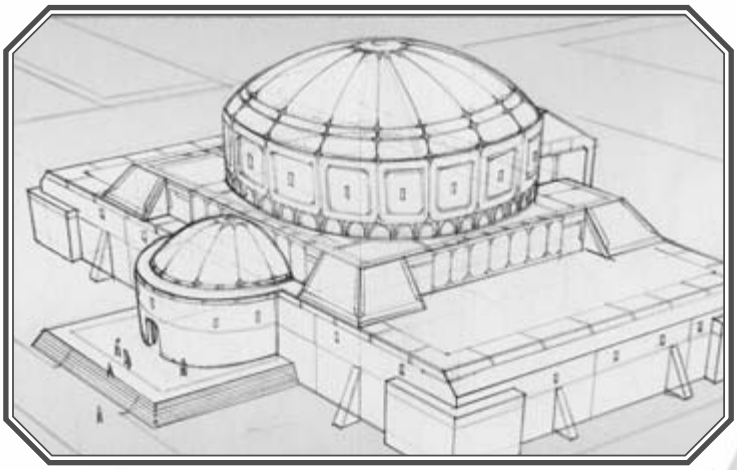
POLITICIANS

POLITICIAN

ABILITIES

- **Grant Zoning Rights**
- **Manage Taxes**
- **Place City Hall**
- **Register City.** You can register a city on the planetary map, as well as civic buildings. All civic buildings registered are accessible on the map and by the **/find** command.
- **Place Bank**
- **Place Shuttleport.** You can levy travel taxes at the shuttleport, using the city management terminal.
- **City Specialization: Manufacturing Center.** You can designate your city as a manufacturing center, increasing crafters' odds of a successful prototype assembly by 10%.
- **City Specialization: Research Center.** You can designate your city as a research center, which gives a 15% final boost to all experimentation attempts within the city limits.
- **Manage Militia.** You can form a militia for your player city. You can manage this group via the city management terminal, and your militia members can use **/cityban** (prevents use of public services) and **/grantZoningRights** (grants use of land zones).
- **City Specialization: Clone Lab.** You can place a cloning facility and specialize your city in cloning, which reduces the cost of cloning insurance by 20%.
- **Place Cloning Lab**
- **City Specialization: Stronghold.** You can turn your city into a stronghold in which all militia members are awarded a large defense bonus against attacks from enemy players (+50 Defense).
- **Place Faction Terminal.** You can use the **/installMissionTerminal** command to set up faction-specific mission terminals.
- **Install Mission Terminal.** You can install mission terminals in your city (up to three per city rank).
- **Place City Garage**
- **City Specialization: Entertainment District**
- **City Specialization: Medical Center**
- **City Specialization: Improved Job Market.** You can provide further specializations for your city —15% increase in rewards.
- **City Specialization: Sample Rich.** You can provide further specializations for your city — 20% size bonus and 10% extraction skill boost when using surveying equipment.
- **Place Statue**
- **Place Streetlamp**
- **Place Fountain**
- **Place Small Garden**
- **Place Medium Garden**
- **Place Large Garden**
- **Place Exotic Garden**



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Statistics

CREATURES & NPCS

This table lists nearly every creature, android, droid and NPC in the game. They are sorted into those four categories, and then alphabetized by the onscreen name within the category. That means (for example), that an "adolescent pygmy torton" is listed in the creature list under "A" (for "adolescent"), rather than "pygmy" or "torton." Grouping it with the other tortons (pygmy or otherwise) would put related creatures together, but you'd never know exactly where to look for it. With this list, look it up exactly as its name appears on the screen. Bear in mind that even with this table, use **/con** to get an opinion from the game as to whether you should attempt to take on a certain opponent.

Where. This column tells you on what planet a creature or NPC can be found. **all** means that you can find them on just about any planet you explore.

Lv. Level corresponds to a player character's Combat Level. This is useful, but it's also useful to **/con** the creature to ascertain its toughness, relative to your own, and by paying attention to the "conning" icon that appears next to its status bar when you select it.

Df. Difficulty lists whether the creature is regular ("–"), **E**lite or a **B**oss.

Level and Difficulty determine nearly all creatures' and NPCs' Hit Points, damage, armor, defense and the XP you get from beating one. Look at the **Creature & NPC Level Chart** on the next page. For each Level, this chart lists all these other stats, depending on whether it's Elite, Boss or regular.

XP. The amount of Combat Experience the creature is worth if killed. Note: The amount of experience you get changes depending on factors such as your skill levels and how much damage you did to a creature. Use the number in this table as a guideline rather than an absolute.

Soc. Gp. (Fac). [Social Group (Faction)] Denotes what social group the creature or NPC belongs to. In general, animals use "social group" to determine who their friends are, and sentient creatures use both social group and "faction" to determine who their allies *and* enemies are. Some creatures have been sufficiently domesticated; therefore they have a faction, too. Stormtrooper's dewbacks are "Imperial," and Nightsister's Cavern Spiders belong to the "Nightsister" faction, for example, even though they are not sentient.

If the Social Group is followed by a set of parentheses, the parentheses indicate which Faction the creature or NPC belongs to. **(")** means that the Faction has the same name as the Social Group. For example, Cavern Spiders are in both the Spider Nightsister Social Group and the Spider Nightsister Faction.

Primary or **Primary Weapon**. The main way the MOB (creature or NPC) attacks — Primary is **Melee**, **Ranged** or **Spit** for creatures; Primary Weapon is what you would expect to see the NPC wielding.

Meat, Hide, Bone (creatures). The type and quantity of meat, hide and bone that can be looted from the dead creature.

Weapons (NPCs). The type of weapon this NPC carries.

Notes on behavior, special attacks (if any), armor, weapons, and so forth. Key words in the Notes column include:

Assist. A MOB that assists will defend members of its Social Group or Faction (within the listed range).

Killer. A creature that is a killer will perform a deathblow on you. Non-killers will incapacitate you, but not finish you off. *Killer!* is a killer who will kill you immediately.

Stalker. Stalkers do not attack on sight, but follow you and jump you a bit later.

Herd. Herd creatures move in groups, but do not assist each other. If dispersed, they come back together.

Can't Harm. This NPC cannot be harmed.

<Note> Any data within parentheses means that there are two similar versions of this MOB or NPC, both with the same name. One version has this stat; the other doesn't.

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CREATURE & NPC LEVEL CHART

Lvl	Hit % (all)	Armor (all)	Reg. HP	Regular Damage	Reg. Def	Reg. XP	Elite HP	Elite Damage	Elite Def	Elite XP	Boss HP	Boss Damage	Boss Def	Boss XP
1	5	0	534	32–63	5	60	1068	32–76	10	66	5340	64–252	10	80
2	10	0	668	36–72	10	63	1336	36–86	18	69	6680	72–288	18	84
3	15	0	802	40–79	15	66	1604	40–95	25	73	8020	80–316	25	88
4	18	0	934	45–89	18	69	1868	45–107	30	76	9340	90–356	30	92
5	21	0	1068	50–100	21	72	2136	50–120	35	79	10680	100–400	35	96
6	25	0	1202	56–112	25	75	2404	56–134	40	83	12020	112–448	40	100
7	35	0	1336	62–123	35	78	2672	62–148	55	86	13360	124–492	55	104
8	36	0	1468	65–130	36	81	2936	78–195	58	89	14680	130–520	58	108
9	37	0	1604	70–140	37	84	3208	84–210	61	92	16040	140–560	61	112
10	38	0	1736	74–148	38	87	3472	89–222	64	96	17360	148–592	64	116
11	39	0	1870	74–148	39	90	3740	89–222	67	99	18700	148–592	67	120
12	40	0	2004	75–149	40	93	4008	90–224	70	102	20040	150–596	70	124
13	41	0	2138	75–149	41	96	4276	90–224	73	106	21380	150–596	73	128
14	42	0	2270	75–150	42	99	5675	90–225	76	109	22700	150–600	76	132
15	43	0	2404	75–150	43	102	6010	90–225	75	112	24040	150–600	75	136
16	50	0	2538	76–151	50	105	6345	91–227	100	116	25380	152–604	100	140
17	61	87	2672	76–151	61	108	6680	91–227	114	119	26720	152–604	114	144
18	63	174	2804	77–153	63	111	7010	92–230	116	122	28040	154–612	116	148
19	65	261	2940	77–153	65	114	7350	92–268	118	125	29400	154–612	118	152
20	67	348	3072	77–154	67	117	7680	92–270	119	129	30720	154–616	119	156
21	69	435	3206	78–156	69	120	8015	94–273	121	132	32060	156–624	121	160
22	71	522	3340	79–158	71	123	8350	95–277	123	135	33400	158–632	123	164
23	74	609	3474	80–160	74	126	8685	96–280	127	139	34740	160–640	127	168
24	76	696	3606	81–161	76	129	9015	97–282	129	142	36060	162–644	129	172
25	76	783	3740	82–164	76	133	9350	98–287	129	146	37400	164–656	129	177
26	77	870	3874	83–166	77	137	9685	100–291	131	151	38740	166–664	131	183
27	78	957	4008	85–169	78	141	10020	102–296	133	155	40080	170–676	133	188
28	80	1043	4140	85–170	80	145	10350	102–298	135	160	41400	170–680	135	193
29	81	1130	4276	87–173	81	149	12828	104–389	137	164	42760	174–692	137	199
30	81	1217	4408	87–174	81	153	13224	104–392	137	168	44080	174–696	137	204
31	82	1304	4542	88–176	82	157	13626	106–396	139	173	45420	176–704	139	209
32	84	1391	4676	90–179	84	161	14028	108–403	140	177	46760	180–716	140	215
33	85	1478	4810	91–181	85	165	14430	137–543	142	182	48100	182–724	142	220
34	86	1565	4942	92–183	86	169	14826	138–549	143	186	49420	184–732	143	225
35	87	1652	5076	93–185	87	173	15228	140–555	145	190	50760	186–740	145	231
36	88	1739	5210	93–186	88	177	15630	140–558	147	195	52100	186–744	147	236
37	89	1826	5344	94–188	89	181	16032	141–564	148	199	53440	188–752	148	241
38	90	1913	5476	95–190	90	185	16428	143–570	150	204	54760	190–760	150	247
39	91	2000	5612	96–191	91	189	16836	144–573	152	208	56120	192–764	152	252
40	93	2087	5744	97–193	93	193	17232	146–579	153	212	57440	194–772	153	257
41	94	2174	5878	98–195	94	197	17634	147–585	155	217	58780	196–780	155	263
42	95	2261	6012	98–196	95	201	18036	147–588	157	221	60120	196–784	157	268
43	97	2348	6146	99–198	97	205	18438	149–594	159	226	61460	198–792	159	273
44	98	2435	6278	100–200	98	209	18834	150–600	161	230	62780	200–800	161	279
45	100	2522	6412	101–201	100	213	19236	152–603	163	234	64120	202–804	163	284
46	101	2609	6546	102–203	101	217	19638	153–609	165	239	65460	204–812	165	289
47	103	2696	6680	103–205	103	221	20040	155–615	167	243	66800	206–820	167	295
48	104	2783	6812	103–206	104	225	20436	155–618	169	248	68120	206–824	169	300

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Creature & NPC Level Chart

Lvl	Hit % (all)	Armor (all)	Reg. HP	Regular Damage	Reg. Def	Reg. XP	Elite HP	Elite Damage	Elite Def	Elite XP	Boss HP	Boss Damage	Boss Def	Boss XP
49	105	2870	6948	104–208	105	229	20844	156–624	171	252	69480	208–832	171	305
50	107	2957	7080	105–210	107	234	21240	158–630	173	257	70800	210–840	173	312
51	112	3043	7214	106–211	112	239	21642	159–633	178	263	72140	212–844	178	319
52	118	3130	7348	107–213	118	244	22044	161–639	183	268	73480	214–852	183	325
53	123	3217	7482	108–215	123	249	26187	162–645	189	274	74820	216–1075	189	332
54	128	3304	7614	108–216	128	254	26649	162–648	194	279	76140	216–1080	194	339
55	131	3391	7748	109–218	131	259	27118	164–654	201	285	77480	218–1090	201	345
56	133	3478	7882	110–219	133	264	27587	165–657	208	290	78820	220–1095	208	352
57	138	3565	8016	111–221	138	269	28056	167–663	212	296	80160	222–1105	212	359
58	143	3652	8148	112–223	143	274	28518	168–669	217	301	81480	224–1115	217	365
59	145	3739	8284	112–224	145	279	28994	168–672	220	307	82840	224–1120	220	372
60	147	3826	8416	113–226	147	284	29456	170–678	222	312	84160	226–1130	222	379
61	149	3913	8550	114–228	149	289	29925	171–684	225	318	85500	228–1140	225	385
62	151	4000	8684	115–229	151	294	30394	173–687	228	323	86840	230–1145	228	392
63	153	4087	8818	116–231	153	299	30863	203–809	231	329	88180	232–1155	231	399
64	155	4174	8950	117–233	155	304	31325	205–816	233	334	89500	234–1165	233	405
65	157	4261	9084	118–235	157	309	31794	207–823	236	340	90840	236–1175	236	412
66	160	4348	9218	118–236	160	314	32263	207–826	239	345	92180	236–1180	239	419
67	162	4435	9352	119–238	162	319	32732	208–833	241	351	93520	238–1190	241	425
68	165	4522	9484	120–240	165	324	33194	210–840	244	356	94840	240–1200	244	432
69	167	4609	9620	121–241	167	329	33670	212–844	247	362	96200	242–1205	247	439
70	170	4696	9752	122–243	170	334	34132	214–851	250	367	97520	244–1215	250	445
71	172	4783	9886	123–245	172	339	34601	215–858	254	373	98860	246–1225	254	452
72	175	4870	10020	123–245	175	344	35070	215–858	257	378	100200	246–1225	257	459
73	177	4957	10154	124–248	177	349	35539	217–868	260	384	101540	248–1240	260	465
74	180	5043	10286	125–249	180	354	36001	219–872	264	389	102860	250–1245	264	472
75	182	5130	10420	126–251	182	360	36470	221–879	267	396	104200	252–1255	267	480
76	185	5217	10554	127–253	185	366	36939	222–886	271	403	105540	254–1265	271	488
77	187	5304	10688	127–254	187	372	37408	222–889	275	409	106880	254–1270	275	496
78	190	5391	10820	128–256	190	378	37870	224–896	279	416	108200	256–1280	279	504
79	192	5478	10956	129–258	192	384	38346	226–903	283	422	109560	258–1290	283	512
80	195	5565	11088	130–259	195	390	38808	228–907	288	429	110880	260–1295	288	520
81	197	5652	11222	131–261	197	396	39277	229–914	325	436	112220	262–1305	325	528
82	200	5739	11356	132–263	200	402	39746	231–921	338	442	113560	264–1315	338	536
83	202	5826	11490	132–264	202	408	40215	231–924	344	449	114900	264–1320	344	544
84	205	5913	11622	133–266	205	414	40677	233–931	349	455	116220	266–1330	349	552
85	207	6000	11756	134–268	207	420	41146	235–938	349	462	117560	268–1340	349	560
86	210	6000	11890	135–269	210	426	41615	236–942	349	469	118900	270–1345	349	568
87	212	6000	12024	136–271	212	432	42084	238–949	354	475	120240	272–1355	354	576
88	215	6000	12156	137–273	215	438	42546	240–956	359	482	121560	274–1365	359	584
89	217	6000	12292	137–274	217	444	43022	240–959	364	488	122920	274–1370	364	592
90	220	6000	12424	138–276	220	450	43484	242–966	369	495	124240	276–1380	369	600
91	222	6000	12558	139–278	222	456	43953	243–973	374	502	125580	278–1390	374	608
92	225	6000	12692	140–279	225	462	44422	245–977	379	508	126920	280–1395	379	616
93	227	6000	12826	140–280	227	468	44891	245–980	384	515	128260	280–1400	384	624
94	230	6000	12958	142–283	230	474	45353	249–991	389	521	129580	284–1415	389	632
95	232	6000	13092	142–284	232	480	45822	249–994	394	528	130920	284–1420	394	640
96	235	6000	13226	143–285	235	486	46291	250–998	399	535	132260	286–1425	399	648
97	237	6000	13360	144–288	237	492	46760	252–1008	404	541	133600	288–1440	404	656
98	240	6000	13492	145–289	240	498	47222	254–1012	409	548	134920	290–1445	409	664
99	242	6000	13628	145–290	242	504	47698	254–1015	414	554	136280	290–1450	414	672
100	245	6000	13760	147–293	245	511	48160	257–1026	419	562	137600	294–1465	419	681

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CREATURES

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
acicular defender	Corellia	5	–	paralope	Melee	herb. (5)	wool. (3)	mamm. (2)	Assist (6)|(6)|Herd
acklay	Yavin 4	85	B	geonosian monster	Ranged	–	–	–	Assist (12)|Killer!
adolescent krayt dragon	Tatooine	84	B	krayt dragon	Melee	carn. (1700)	brist. (950)	mamm. (905)	Assist (24)|Stalker|Killer!
adolescent pygmy torton	Rori	13	–	torton	Melee	carn. (500)	wool. (300)	mamm. (500)	Assist (4)|Herd
adult pygmy torton	Rori	16	–	torton	Melee	carn. (600)	wool. (400)	mamm. (600)	Assist (4)|Herd
Ageaughu (Overlord's Pet)	Gamma	10	B	emergence	Ranged	wild (45)	leath. (45)	mamm. (30)	Assist (5)
aged kimogila	Lok	79	B	kimogila	Melee	carn. (1450)	leath. (1350)	–	Assist (12)|Killer!
aged lantern bird	Endor	61	–	lantern	Melee	–	leath. (41)	avian (46)	Herd
aggrivated kaadu trampler	Naboo	15	–	kaadu	Melee	avian (120)	leath. (85)	avian (70)	Assist (6)|Herd
agrilat rasp	Corellia	34	–	rasp	Melee	avian (3)	–	avian (2)	–
alpha bolma	Dathomir	62	–	bolma	Melee	wild (500)	leath. (550)	mamm. (500)	Assist (12)|Herd
Alpha Flit	all	5	–	greenhouse flyer	Spit	wild (5)	leath. (5)	mamm. (5)	Assist (5)
alpha veermok	Naboo	19	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (40)	–
ancient bull rancor	Dathomir	83	B	rancor	Melee	carn. (1100)	leath. (1000)	mamm. (950)	Assist (12)|Killer!
ancient graul	Dantooine	74	–	graul	Melee	carn. (950)	leath. (875)	mamm. (775)	Assist (12)
Ancient Jundak	Mustafar	84	E	jundak	Melee	insect (1)	scale. (2)	–	Assist (24)|Killer
Ancient Jundak	Mustafar	84	E	jundak	Melee	insect (40)	scale. (48)	–	Assist (24)|Killer
ancient mamien	Yavin 4	63	–	marnien	Melee	wild (20)	wool. (20)	mamm. (20)	Assist (12)|Herd|Killer
ancient reptilian flier	Dathomir	68	–	reptilian flier	Melee	avian (135)	leath. (90)	avian (85)	Assist (12)
ancient tulrus	Mustafar	82	E	tulrus	Melee	wild (33)	leath. (24)	–	Assist (24)|Killer
Ancient Tulrus	Mustafar	85	B	self	Melee	wild (27)	leath. (21)	–	Can't Slow|Assist (24)|Killer!
Ancient Xandank	Mustafar	87	B	self	Melee	insect (24)	scale. (29)	–	Can't Slow|Assist (24)|Killer!
angler	Yavin 4	72	–	angler	Melee	insect (4)	–	–	Assist (12)|Stalker
angler hatchling	Yavin 4	71	–	angler	Melee	insect (2)	–	–	Stalker
angler recluse	Yavin 4	73	–	angler	Melee	insect (2)	–	–	Assist (12)|Stalker
angry baz nitch avenger	Dathomir	62	–	baz nitch	Spit	wild (5)	leath. (2)	mamm. (2)	Assist (12)|Herd|Killer
arachne drone	Endor	63	–	arachne	Ranged	–	–	–	Assist (12)
arachne fleshripper	Endor	64	–	arachne	Ranged	–	–	–	Assist (12)|Killer!
arachne hatchling	Endor	64	–	arachne	Melee	insect (1)	–	–	Herd
arachne queen	Endor	65	–	arachne	Melee	insect (60)	–	–	Assist (12)|Herd|Killer
arachne warrior	Endor	62	–	arachne	Ranged	–	–	–	Assist (12)|Stalker|Herd|Killer!
arachne webmaster	Endor	62	–	arachne	Melee	insect (30)	–	–	Assist (12)|Herd|Killer
arachne widow	Endor	63	–	arachne	Melee	insect (30)	–	–	Assist (12)|Herd|Killer!
armodragon	Tatooine	25	–	dragonet	Ranged	carn. (125)	brist. (75)	mamm. (68)	Assist (10)|Stalker
Ashscale	Mustafar	89	B	tanray	Melee	rept. (26)	scale. (38)	–	Can't Slow|Assist (24)|Killer!
baby bol	Dantooine	10	–	bol	Melee	–	leath. (300)	mamm. (180)	Herd
bachelor gualama	Naboo	41	–	gualama	Melee	wild (200)	wool. (150)	mamm. (90)	–
bageraset	Corellia	29	–	bageraset	Melee	herb. (230)	leath. (130)	mamm. (80)	Herd
bageraset bruiser	Corellia	9	–	bageraset	Melee	herb. (230)	leath. (130)	mamm. (80)	–
bane back spider	Dathomir	80	E	gaping	Melee	–	–	–	Assist (12)|Killer
bantha	Tatooine	8	–	bantha	Melee	herb. (450)	wool. (325)	mamm. (250)	Herd
bantha	Tatooine	14	–	bantha	Melee	herb. (450)	wool. (325)	mamm. (250)	Herd
bantha matriarch	Tatooine	15	–	bantha	Melee	herb. (485)	wool. (365)	mamm. (320)	Herd
bantha mount	all	10	–	self	Melee	herb. (18)	wool. (21)	horn (23)	–
bark mite	Rori	37	–	bark mite	Melee	insect (5)	scale. (4)	mamm. (3)	–
bark mite burrower	Endor	63	–	bark mite	Melee	–	–	–	Assist (12)|Killer
bark mite burrower collector	Endor	63	–	bark mite	Melee	–	–	–	Assist (12)|Stalker
bark mite burrower drone	Endor	63	–	bark mite	Melee	–	–	–	–
bark mite burrower queen	Endor	64	–	bark mite	Ranged	–	–	–	Killer
bark mite burrower swarmling	Endor	63	–	bark mite	Melee	–	–	–	Assist (12)
bark mite burrower worker	Endor	63	–	bark mite	Ranged	–	–	–	–
bark mite hatchling	Rori	36	–	bark mite	Melee	insect (5)	–	–	Herd
baz nitch	Dathomir	60	–	baz nitch	Melee	wild (5)	leath. (2)	mamm. (2)	Assist (12)|Herd|Killer
bearded jax	Rori	37	–	jax	Melee	herb. (15)	brist. (15)	mamm. (10)	Stalker
berserk kahmurra	Talus	46	–	kahmurra	Melee	herb. (50)	brist. (30)	mamm. (35)	Assist (6)|Killer
bile-drenched quenker	Dantooine	63	–	quenker	Ranged	–	–	–	Assist (12)|Herd
blackscale kamurith	Kash. (SC)	81	E	blackscale	Melee	carn. (90)	leath. (65)	avian (50)	Assist (24)|Killer
blight boar	Tatooine	9	–	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	Assist (6)
blister rot mite queen	Talus	14	–	decay mite	Ranged	insect (10)	–	–	Assist (4)|Herd|Killer
blistmok	Mustafar	1	–	blistmok	Melee	insect (1)	scale. (2)	–	–

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
blistmok crystal stalker	Mustafar	72	E	blistmok	Melee	rept. (20)	scale. (24)	–	Assist (24)|Stalker|Killer
Blistmok Shrieker	Mustafar	82	B	blistmok	Melee	rept. (19)	scale. (22)	–	Assist (24)|Killer!
Blistmok Trampler	Mustafar	82	E	blistmok	Melee	rept. (19)	scale. (22)	–	Assist (24)|Killer
bloated gubber	Corellia	23	–	gubbur	Melee	carn. (4)	leath. (3)	mamm. (3)	Herd
bloated jundak	Mustafar	84	E	jundak	Melee	insect (28)	scale. (38)	–	Assist (24)|Killer
blood thirsty borgle	Rori	39	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	Assist (6)|Killer
bloodclaw mouf	Kash. (RT)	56	–	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
bloodclaw mouf guardian	Kash. (RT)	56	E	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
blood-drenched merek king	Endor	64	–	merek	Melee	–	leath. (55)	–	Assist (12)|Stalker|Herd|Killer!
blood-fanged gackle bat	Yavin 4	63	–	gacklebat	Melee	avian (9)	leath. (9)	avian (9)	Assist (12)|Herd|Killer
blood-frenzied boar wolf	Endor	68	–	boar wolf	Melee	–	–	–	Assist (12)|Killer!
bloodseeker mite	Endor	64	–	bloodseeker	Ranged	–	–	–	–
bloodseeker mite drone	Endor	64	–	bloodseeker	Melee	–	–	–	–
bloodseeker mite guardian	Endor	64	–	bloodseeker	Ranged	–	–	–	Assist (12)
bloodseeker mite hunter	Endor	65	–	bloodseeker	Ranged	–	–	–	Assist (12)
bloodseeker mite queen	Endor	60	–	bloodseeker	Melee	–	–	–	Killer
blood-stained merek	Endor	63	–	merek	Ranged	–	leath. (45)	–	Assist (12)|Killer
bloodstained prowler	Corellia	21	–	wrix	Melee	carn. (70)	brist. (40)	mamm. (35)	Assist (10)|Herd|Killer
blood-thirsty monarch	Corellia	19	–	corellian butterfly	Melee	insect (27)	scale. (27)	–	Assist (6)|Herd|Killer
blooming jax	Endor	61	–	jax	Melee	–	brist. (35)	mamm. (25)	–
Blot	Naboo (Q)	26	E	feral shaupaut	Melee	carn. (50)	brist. (40)	mamm. (40)	Assist (6)|Stalker
blurrg	Endor	62	–	blurrg	Ranged	–	–	–	–
blurrg hunter	Endor	64	–	blurrg	Ranged	–	–	–	Assist (12)|Herd
blurrg pup	Endor	62	–	blurrg	Melee	–	–	–	Herd
blurrg raptor	Endor	63	–	blurrg	Ranged	–	–	–	Assist (12)|Stalker|Killer!
blurrg sand crawler	Endor	65	–	blurrg	Ranged	–	–	–	–
blurrg tracker	Endor	64	–	blurrg	Ranged	–	–	–	Herd
blushing jax	Endor	61	–	jax	Melee	–	brist. (35)	mamm. (25)	–
boar wolf	Endor	65	–	boar wolf	Melee	–	–	–	Assist (12)
boar wolf cub	Endor	64	–	boar wolf	Melee	–	–	–	–
boar wolf ravager	Endor	66	–	boar wolf	Melee	–	–	–	Assist (12)|Killer!
Bocatt	all	3	–	bocatt	Ranged	–	leath. (10)	–	–
bocatt	Tatooine	17	–	bocatt	Ranged	rept. (100)	leath. (60)	mamm. (35)	Assist (10)|Stalker
bol	Dantooine	65	–	self	Melee	–	leath. (300)	mamm. (180)	Can't Harm|Herd
bol	Dantooine	60	–	bol	Melee	–	leath. (300)	mamm. (180)	Herd
bol pack runner	Dantooine	67	–	bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol	Naboo	16	–	bolle bol	Melee	herb. (450)	leath. (300)	mamm. (180)	Herd
bolle bol bark biter	Endor	65	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol calf	Endor	64	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol colt	Endor	57	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol female	Endor	65	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol herd leader	Endor	65	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol male	Endor	65	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolle bol stomper	Endor	60	–	bolle bol	Melee	–	leath. (300)	mamm. (180)	Herd
bolma	Dathomir	55	–	bolma	Melee	–	leath. (160)	mamm. (150)	Herd
bolma calf	Dathomir	60	–	bolma	Melee	wild (175)	leath. (160)	mamm. (150)	Herd
bolma female	Dathomir	60	–	bolma	Melee	wild (300)	leath. (320)	mamm. (300)	Herd
bolma male	Dathomir	60	–	bolma	Melee	wild (320)	leath. (340)	mamm. (320)	Herd
bolma pack master	Dathomir	61	–	bolma	Melee	–	leath. (160)	mamm. (150)	–
Bolma Prime	Dathomir	56	–	bolma	Melee	wild (500)	leath. (550)	mamm. (500)	Assist (12)|Herd
bolma youth	Dathomir	60	–	bolma	Melee	–	leath. (160)	mamm. (150)	Herd
bolotaur	Kashyyyk	25	–	bolotaur	Melee	rept. (18)	scale. (21)	mamm. (23)	Assist (24)
bolotaur darkgnasher	Kash. (RT)	52	–	bolotaur	Melee	rept. (18)	scale. (21)	mamm. (23)	Stalker
bolotaur fleshripper	Kash. (Ka)	28	–	bolotaur	Melee	rept. (18)	scale. (21)	mamm. (23)	Assist (24)
bolotaur mount	all	10	–	self	Melee	rept. (18)	scale. (21)	mamm. (23)	–
bolotaur sunbaked	Kash. (Ka)	30	–	bolotaur	Melee	rept. (18)	scale. (21)	mamm. (23)	Assist (24)
bone angler	Yavin 4	68	–	angler	Melee	insect (4)	–	–	Assist (12)|Stalker
bone gnasher	Tatooine (Q)	10	–	self	Ranged	–	–	–	Assist (4)
bonecracker bantha	Tatooine	21	–	bantha	Melee	herb. (475)	wool. (345)	mamm. (300)	Assist (6)|Herd
Bonecrusher	Kash. (Ka)	27	–	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
bone-gouged bolotaur	Kash. (RT)	52	–	bolotaur	Melee	rept. (18)	scale. (21)	mamm. (23)	Stalker
bordok	Endor	1	–	bioengineer	Melee	–	–	–	Killer
bordok ancient	Endor	62	–	bordok	Melee	–	–	–	–
bordok foal	Endor	62	–	bordok	Melee	–	–	–	Herd

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
bordok herd master	Endor	62	–	bordok	Melee	–	–	–	Herd
bordok mare	Endor	62	–	bordok	Melee	–	–	–	Assist (12)|Killer
borgle	Rori	39	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	Assist (6)
borgle harvester	Rori	37	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	–
borgle life sapper	Endor	63	–	borgle	Spit	–	leath. (5)	avian (5)	Assist (12)|Stalker|Killer
borgle matriarch	Rori	40	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	Killer
borgle protector	Rori	39	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	Assist (6)
borvos acklay	Yavin 4	25	B	geonosian monster	Melee	–	–	–	Assist (6)|Killer!
borvos mutant kahmurra	Talus	23	–	kahmurra	Melee	herb. (50)	brist. (30)	mamm. (35)	Assist (6)|Killer
borvos rancor	Dathomir	24	E	rancor	Melee	carn. (1020)	leath. (901)	mamm. (851)	Assist (6)|Killer!
bounding jax	Endor	60	–	jax	Melee	–	brist. (35)	mamm. (25)	–
brackaset	Dathomir	66	–	brackaset	Melee	wild (100)	leath. (91)	mamm. (81)	Herd
brackaset female	Dathomir	64	–	brackaset	Melee	wild (100)	leath. (90)	mamm. (80)	Herd
brackaset male	Dathomir	65	–	brackaset	Melee	wild (100)	leath. (91)	mamm. (81)	Herd
Brightclaw	Kash. (Et)	47	B	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
bull bantha	Tatooine	15	–	bantha	Melee	herb. (475)	wool. (345)	mamm. (300)	Herd
bull Kashyyyk bantha	Kash. (Ka)	30	–	bantha	Melee	herb. (18)	wool. (21)	horn (23)	–
bull rancor	Dathomir	65	–	rancor	Melee	carn. (1020)	leath. (900)	mamm. (850)	Assist (12)|Killer
bull ronto	Tatooine	18	–	ronto	Melee	herb. (465)	leath. (320)	mamm. (200)	Assist (10)
cannibal dewback	Tatooine	13	–	dewback cannibal	Melee	rept. (340)	leath. (260)	mamm. (185)	Assist (10)|Stalker
canoid	Corellia	29	–	canoid	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
canoid hunter	Corellia	29	–	canoid	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd|Killer
canoid pack leader	Corellia	30	–	canoid	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd|Killer
canyon krayt dragon	Tatooine	85	B	krayt dragon	Melee	carn. (1250)	brist. (750)	mamm. (675)	Assist (36)|Stalker|Killer!
capper spineflap	Naboo	31	–	capper spineflap	Melee	insect (3)	scale. (5)	avian (3)	–
capper spineflap drone	Naboo	2	–	capper spineflap	Melee	insect (6)	scale. (10)	avian (6)	–
carnivorous nuna	Naboo	13	–	self	Melee	avian (5)	leath. (5)	avian (2)	Assist (8)|Stalker|Killer
carrion kreetle	Tatooine	2	–	kreetle	Melee	insect (1)	scale. (2)	–	Herd
carrion spat	Corellia	31	–	carrion spat	Melee	avian (260)	–	avian (180)	–
carrion spat corpsereaver	Corellia	10	–	carrion spat	Melee	avian (260)	–	avian (180)	Killer
cave beetle	Tatooine	20	–	rock beetle	Ranged	insect (6)	scale. (8)	–	Assist (4)|Killer
cave beetle	Tatooine	20	–	rock beetle	Ranged	insect (8)	scale. (10)	–	Assist (6)|Killer
cavern spider	Dathomir	78	E	spider nightsister (")	Melee	insect (35)	–	–	Assist (12)|Stalker|Killer
cavern spider broodling	Dathomir	77	E	spider nightsister (")	Melee	insect (15)	–	–	Stalker|Killer
cavern spider hunter	Dathomir	79	E	spider nightsister (")	Ranged	insect (35)	–	–	Assist (12)|Stalker|Killer
cavern spider queen	Dathomir	81	E	spider nightsister (")	Melee	insect (40)	–	–	Assist (12)|Stalker|Killer
charred krevol	Rori	44	–	krevol	Ranged	insect (10)	scale. (15)	–	–
chasmal spider	Dathomir	63	–	gaping	Melee	insect (8)	–	–	Assist (12)
choku	Yavin 4	63	–	choku	Melee	avian (10)	–	avian (8)	Assist (12)|Stalker
choku female	Yavin 4	69	–	choku	Melee	avian (10)	–	avian (8)	Stalker
choku hunter	Yavin 4	71	–	choku	Melee	avian (10)	–	avian (8)	Assist (12)|Stalker
choku male	Yavin 4	70	–	choku	Melee	avian (10)	–	avian (8)	Assist (12)|Stalker
choku packmaster	Yavin 4	66	–	choku	Melee	avian (10)	–	avian (8)	Assist (12)|Stalker
choku pup	Yavin 4	68	–	choku	Melee	avian (7)	–	avian (5)	Stalker
chuba	Naboo	1	–	chuba	Melee	herb. (5)	leath. (3)	–	Herd
chuba lunch	Tatooine (Q)	1	–	self	Melee	herb. (5)	leath. (3)	–	Herd
chuba pet	Tatooine (Q)	1	–	self	Melee	–	–	–	–
Cinderclaw	Mustafar	88	B	jundak	Melee	insect (23)	scale. (35)	–	Can't Slow|Assist (24)|Killer!
city Rockmite	Tatooine	5	–	rockmite	Melee	insect (3)	scale. (4)	–	Herd
city sewer Swamprat	Tatooine	3	–	womprat	Melee	wild (2)	leath. (2)	mamm. (1)	Herd
clipped fynock	Talus	36	–	fynock	Melee	avian (20)	leath. (30)	avian (7)	–
Cobak	Mustafar	80	E	xandank	Melee	insect (18)	scale. (24)	–	Can't Slow|Assist (24)
confused wood mite hatchling	Rori	36	–	bark mite	Melee	insect (5)	–	–	Herd
corellian butterfly	Corellia	25	–	corellian butterfly	Melee	insect (3)	scale. (4)	–	–
corellian butterfly defender	Corellia	33	–	corellian butterfly	Ranged	insect (16)	scale. (16)	–	Herd
corellian butterfly drone	Corellia	23	–	corellian butterfly	Melee	insect (3)	scale. (4)	–	–
corellian butterfly monarch	Corellia	34	–	corellian butterfly	Melee	insect (27)	scale. (27)	–	Herd|Killer
corellian butterfly warrior	Corellia	33	–	corellian butterfly	Ranged	insect (12)	scale. (12)	–	Assist (6)|Herd
corellian butterfly worker	Corellia	28	–	corellian butterfly	Melee	insect (8)	scale. (8)	–	Herd

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
cowardly gurreck	Endor	60	–	gurreck	Melee	–	–	–	–
craggy bolma	Dathomir	68	–	bolma	Melee	wild (500)	leath. (550)	mamm. (500)	Assist (12)|Herd|Killer
crazed durni	Corellia	29	–	self	Melee	herb. (5)	wool. (3)	mamm. (2)	Assist (6)
crazed gurk destroyer	Lok	40	–	gurk	Melee	–	leath. (275)	mamm. (300)	Assist (8)|Stalker|Herd|Killer
crazed gurreck	Endor	60	–	gurreck	Melee	–	–	–	Assist (12)|Killer
crazed roba	Talus	40	–	self	Melee	carn. (12)	leath. (18)	mamm. (12)	Assist (6)|Killer
crazed webweaver	Kash. (Et)	48	–	webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)
crescent rasp	Rori	33	–	rasp	Melee	avian (10)	–	avian (2)	Herd
crimson blurrg	Endor	60	–	blurrg	Ranged	–	–	–	Herd
crimson razor cat	Corellia	39	–	razor cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Killer
crowned lava runner	Mustafar	83	E	tanray	Melee	rept. (24)	scale. (35)	–	Assist (24)|Killer
crowned plains tanray	Mustafar	81	E	tanray	Melee	rept. (22)	scale. (31)	–	Assist (24)|Killer
crystal snake	Yavin 4	65	–	crystal snake	Ranged	carn. (5)	scale. (2)	–	Assist (12)
cu pa	Tatooine	10	–	cu pa	Spit	rept. (215)	brist. (100)	mamm. (115)	Herd
cyborg bol	Dantooine	53	E	warren cyborg (")	Melee	wild (100)	leath. (100)	–	Assist (12)|Killer
cyborg dune lizard	Dantooine	51	E	warren cyborg (")	Melee	wild (70)	leath. (70)	–	Assist (12)|Killer
cyborg huurton	Dantooine	51	E	warren cyborg (")	Melee	wild (70)	leath. (70)	–	Assist (12)|Killer
cyborg slice hound	Dantooine	51	E	warren cyborg (")	Melee	wild (70)	leath. (70)	–	Assist (12)|Killer
cyborg tusk cat	Dantooine	51	E	warren cyborg (")	Melee	wild (70)	leath. (70)	–	Assist (12)|Killer
cyst-covered rot mite guard	Corellia	13	–	decay mite	Melee	insect (9)	–	–	Assist (6)|Herd
dalyrake	Corellia	30	–	dalyrake	Melee	insect (25)	scale. (45)	–	–
dalyrake harvester	Corellia	35	–	dalyrake	Melee	insect (25)	scale. (45)	–	–
dalyrake matriarch	Corellia	31	–	dalyrake	Ranged	insect (35)	scale. (60)	–	–
dappled gualama	Naboo	41	–	gualama	Melee	herb. (200)	wool. (150)	mamm. (90)	–
dashing vir vur	Rori	40	–	vir vur	Melee	avian (10)	–	mamm. (2)	Herd
deadly forest mite guardian	Rori	45	–	bark mite	Ranged	insect (12)	–	–	Assist (6)|Stalker|Herd|Killer
deadly hooded rawl	Naboo	9	–	rawl fanned	Melee	rept. (25)	scale. (15)	mamm. (7)	Assist (6)|Killer
deadly tanc mite	Yavin 4	63	–	tancmite	Melee	insect (4)	–	–	Assist (12)|Herd
deadly vesp	Lok	42	–	vesp	Melee	rept. (15)	leath. (6)	–	Assist (8)|Stalker|Killer!
death kreetle	Tatooine	7	–	uber kreetle	Melee	insect (3)	scale. (4)	–	Assist (6)|Herd|Killer
deathspine varactyl	Kash. (Ka)	28	–	kachirho varactyl	Melee	avian (18)	scale. (21)	avian (23)	Assist (24)
Deathsting	Mustafar	84	B	lava beetle	Melee	insect (20)	scale. (33)	–	Can't Slow|Assist (24)|Killer!
Deathswarm	Kash. (My)	36	E	myyydril beetle	Melee	insect (30)	scale. (45)	–	Assist (24)|Killer
decay mite	Talus	36	–	decay mite	Melee	insect (4)	scale. (3)	–	Herd
delirious merek avenger	Endor	63	–	merek	Ranged	–	leath. (45)	–	Assist (12)|Stalker
demolishing snorbal titan	Lok	38	–	snorbal	Melee	herb. (570)	leath. (455)	mamm. (420)	Assist (8)|Herd|Killer
deranged mantigrue	Endor	61	–	mantigrue	Melee	–	–	–	Assist (12)
deranged ravisher	Endor	33	–	squill	Melee	–	–	–	Assist (12)|Herd
deranged squall	Rori	44	–	self	Melee	herb. (10)	brist. (15)	mamm. (10)	Assist (6)
deranged wrix	Corellia	32	–	self	Melee	carn. (55)	brist. (35)	mamm. (25)	Assist (10)
desert eopie	Tatooine	16	–	eopie	Melee	herb. (300)	leath. (225)	mamm. (125)	–
desert gurreck charger	Endor	65	–	gurreck	Melee	–	–	–	Assist (12)
desert kreetle	Tatooine	3	–	kreetle	Melee	insect (1)	scale. (2)	–	Herd|Killer
desert razorback	Tatooine	23	–	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	–
desert scavenger	Endor	63	–	borgle	Melee	–	leath. (5)	avian (5)	Assist (12)
desert squill	Tatooine	14	–	squill	Melee	carn. (4)	leath. (4)	mamm. (3)	Assist (10)
desert vesp	Lok	41	–	vesp	Melee	rept. (15)	leath. (6)	–	Assist (8)
devil gulginaw	Corellia	32	–	gulginaw	Ranged	avian (70)	–	avian (35)	Assist (10)|Herd|Killer!
dewback	Tatooine	17	–	dewback	Melee	rept. (350)	leath. (275)	mamm. (200)	–
diminutive bounding jax	Endor	25	–	jax	Melee	–	brist. (35)	mamm. (25)	Assist (12)
Dim-U bantha	Tatooine	3	–	dim-u	Melee	herb. (450)	wool. (325)	mamm. (250)	Herd
dine lizard	Dantooine	52	–	self	Melee	carn. (85)	brist. (50)	mamm. (35)	Can't Harm|Herd|Killer
dire cat	Corellia	28	–	dire cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (6)|Herd|Killer
diseased blurrg	Endor	64	–	self	Melee	–	–	–	Assist (12)
diseased bocatt	Tatooine	5	–	bocatt	Melee	wild (6)	leath. (5)	mamm. (4)	Assist (10)|Stalker
diseased nuna	Naboo	2	–	self	Melee	avian (3)	leath. (4)	avian (2)	–
diseased uller	Kash. (Et)	43	–	uller	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
diseased vrelt	Corellia	26	–	vrelt	Melee	wild (4)	leath. (3)	mamm. (2)	Assist (10)
diseased vrelt matriarch	Corellia	6	–	vrelt	Ranged	carn. (10)	brist. (10)	mamm. (10)	Assist (10)|Herd|Killer
disturbed bolma	Dathomir	66	–	self	Melee	–	leath. (160)	mamm. (150)	Assist (12)|Herd
docile kahmurra	Talus	37	–	self	Melee	herb. (45)	brist. (27)	mamm. (32)	–
domestic bageraset	Corellia	5	–	self	Melee	herb. (240)	leath. (145)	mamm. (104)	–
domestic bearded jax	Rori	1	–	narmle	Melee	dom. (11)	brist. (16)	mamm. (11)	Stalker|Herd
domestic bol mount	Dantooine	30	–	self	Melee	–	leath. (300)	mamm. (180)	Herd

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
domestic eopie	Tatooine	1	–	eopie	Melee	dom. (335)	leath. (260)	mamm. (190)	Herd
domestic humbaba	Corellia	4	–	self	Melee	dom. (215)	leath. (115)	mamm. (65)	Herd
domestic krahbu	Corellia	4	–	self	Melee	herb. (230)	brist. (160)	mamm. (145)	Herd
domestic tusk cat	Naboo	18	–	naboo (")	Melee	carn. (75)	brist. (45)	mamm. (40)	–
domestic uwari beetle	Kash. (My)	100	–	myyydril	Melee	–	–	–	Can't Harm|Herd
domesticated blurrg	Endor	20	–	self	Melee	–	–	–	Herd
domesticated brackaset	Dathomir	60	–	self	Melee	wild (100)	leath. (90)	mamm. (80)	–
domesticated gurnaset	Lok	48	–	self	Spit	herb. (352)	leath. (279)	mamm. (304)	Herd
domesticated merek	Endor	50	–	self	Ranged	–	leath. (45)	–	–
domesticated mott	Naboo	1	–	naboo	Melee	dom. (95)	leath. (65)	mamm. (30)	Herd
domesticated snorbal	Lok	35	–	self	Melee	herb. (545)	leath. (440)	mamm. (400)	Herd
dragonet	Tatooine	24	–	dragonet	Ranged	carn. (125)	brist. (75)	mamm. (68)	Assist (10)|Stalker
dreaded vir vur	Rori	40	–	vir vur	Melee	avian (25)	–	mamm. (16)	Assist (6)|Stalker|Killer
drooling nuna	Tatooine	2	–	dwarf nuna	Melee	avian (2)	leath. (3)	avian (1)	Assist (10)|Herd
dune bantha	Tatooine	20	–	bantha	Melee	herb. (375)	wool. (275)	mamm. (175)	Herd
dune beetle	Tatooine	9	–	giant sand beetle	Spit	insect (6)	scale. (8)	–	Killer
dune kimogila	Lok	79	B	kimogila	Melee	carn. (1450)	leath. (1350)	–	Assist (12)|Killer!
dune lizard	Tatooine	18	–	dune lizard	Melee	carn. (85)	brist. (50)	mamm. (35)	Assist (10)|Stalker|Herd|Killer
dung mite	Talus	42	–	decay mite	Melee	insect (9)	scale. (6)	–	Herd
dung mite worker	Corellia	13	–	decay mite	Ranged	insect (11)	–	–	Assist (6)|Herd
durni	Corellia	25	–	durni	Melee	herb. (5)	wool. (3)	mamm. (2)	–
dusk vir vur	Rori	44	–	vir vur	Melee	avian (10)	–	mamm. (2)	Stalker
dwarf bantha	Tatooine	10	–	bantha	Melee	herb. (300)	wool. (200)	mamm. (100)	Herd
dwarf eopie	Tatooine	1	–	eopie	Melee	herb. (230)	leath. (180)	mamm. (110)	–
dwarf gronda	Corellia	31	–	gronda	Melee	carn. (280)	leath. (170)	mamm. (90)	Herd
dwarf nuna	Tatooine	1	–	dwarf nuna	Melee	avian (2)	leath. (3)	avian (1)	Herd
elder female swamp tusk cat	Naboo	30	–	swamp tusk cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Stalker|Killer
elder gronda	Corellia	33	–	gronda	Melee	carn. (360)	leath. (270)	mamm. (180)	Herd|Killer
elder gualama	Naboo	13	–	gualama	Melee	wild (200)	wool. (150)	mamm. (90)	–
elder hanadak matriarch	Endor	61	–	hanadak	Melee	carn. (35)	brist. (35)	mamm. (35)	Assist (12)|Herd|Killer
elder male swamp tusk cat	Naboo	29	–	swamp tusk cat	Melee	carn. (70)	brist. (40)	mamm. (35)	Assist (10)|Stalker|Killer
elder mamien	Yavin 4	62	–	marnien	Melee	wild (18)	wool. (18)	mamm. (18)	Assist (12)|Herd
elder pugoriss	Rori	45	–	pugoriss	Melee	carn. (35)	leath. (40)	mamm. (45)	Herd
elder pulverizer	Naboo	17	–	bolle bol	Melee	herb. (450)	leath. (300)	mamm. (180)	Assist (8)|Herd
elder snorbal female	Lok	35	–	snorbal	Melee	herb. (570)	leath. (455)	mamm. (420)	Herd
elder snorbal male	Lok	37	–	snorbal	Melee	herb. (570)	leath. (455)	mamm. (420)	Herd
elder squall	Endor	72	–	squall	Melee	–	brist. (12)	mamm. (8)	Herd
elder uller	Kash. (Et)	45	–	uller	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
elder walluga	Kash. (Et)	46	–	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
elder zucca boar	Tatooine	8	–	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	–
elite dewback cannibal	Tatooine	13	E	dewback cannibal	Melee	rept. (340)	leath. (260)	mamm. (185)	Assist (8)|Stalker
Elite Dragonet	Tatooine	24	E	dragonet	Ranged	carn. (125)	brist. (75)	mamm. (68)	Assist (8)|Stalker
elite dune lizard	Tatooine	18	E	dune lizard	Ranged	carn. (85)	brist. (50)	mamm. (35)	Assist (8)|Stalker|Herd|Killer
Elite Giant Sand Beetle	Tatooine	25	E	giant sand beetle	Spit	insect (15)	scale. (20)	–	–
Elite Mutant Womprat	Tatooine	12	E	womprat	Melee	wild (6)	leath. (5)	mamm. (4)	Assist (10)|Stalker
Elite Ronto	Tatooine	17	E	ronto	Melee	herb. (450)	leath. (300)	mamm. (180)	Herd
Elite Scyk	Tatooine	11	E	scyk	Melee	carn. (40)	brist. (25)	mamm. (18)	Assist (8)|Stalker
Elite Sevorrt	Tatooine	5	E	sevorrt	Melee	rept. (10)	leath. (10)	mamm. (4)	Assist (4)
enhanced gaping spider	Yavin 4	79	E	geonosian monster	Ranged	insect (50)	–	–	Assist (12)|Killer!
enhanced kliknik	Yavin 4	78	E	geonosian monster	Ranged	carn. (45)	scale. (40)	–	Assist (12)|Killer!
enhanced kwi	Yavin 4	78	E	geonosian monster	Melee	herb. (100)	leath. (85)	mamm. (75)	Assist (12)|Killer!
enraged bull rancor	Dathomir	85	E	rancor	Melee	carn. (880)	leath. (750)	mamm. (670)	Can't Slow|Assist (12)|Killer!
enraged carrion spat	Corellia (Q)	16	–	enraged carrion spat	Melee	avian (260)	–	avian (180)	Assist (6)
enraged defender	Dantooine	63	–	piket	Melee	–	–	–	Assist (12)
enraged dune kimogila	Lok	84	B	kimogila	Melee	carn. (1600)	leath. (1450)	–	Can't Slow|Assist (12)|Killer!
enraged kimogila	Lok	80	B	kimogila	Melee	carn. (1500)	leath. (1400)	–	Can't Slow|Assist (12)|Killer!
Enraged Mountain Dewback	Tatooine	22	E	dewback mountain	Melee	rept. (330)	leath. (240)	mamm. (170)	Assist (4)
enraged rancor	Dathomir	79	E	rancor	Melee	carn. (950)	leath. (878)	mamm. (778)	Assist (12)|Killer!
enraged reptilian flier	Dathomir	67	–	reptilian flier	Melee	avian (135)	leath. (90)	avian (85)	Assist (12)

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
Enraged Squill	Tatooine	12	E	squill	Melee	carn. (6)	leath. (6)	mamm. (5)	Stalker
enraged tabage mother	Corellia	16	–	tabage	Melee	carn. (16)	brist. (16)	mamm. (16)	Assist (10)|Herd|Killer
enraged tybis	Yavin 4	75	–	tybis	Melee	herb. (220)	brist. (160)	mamm. (105)	Assist (12)|Herd
enraged wood mite king	Rori	19	–	bark mite	Ranged	insect (15)	–	–	Assist (6)|Herd|Killer
Enslaved Webweaver	Kash. (SC)	82	E	blackscale	Melee	carn. (90)	leath. (65)	avian (50)	Assist (24)|Killer
enthralled kubaza beetle	Mustafar	80	E	droid army (")	Melee	insect (21)	scale. (28)	–	Assist (24)|Killer!
Eoni	Tatooine	21	E	eopie	Melee	herb. (300)	leath. (225)	mamm. (115)	Assist (4)|Herd
eopie	Tatooine	4	–	eopie	Melee	herb. (315)	leath. (250)	mamm. (150)	Herd
eopie herdmaster	Tatooine	5	–	eopie	Melee	herb. (315)	leath. (250)	mamm. (150)	Herd
erratic swirl prong	Endor	60	–	swirl prong	Melee	–	–	–	Herd
Exotic Flit	Tansarri	2	–	greenhouse flyer	Melee	wild (5)	leath. (5)	mamm. (5)	–
Exotic Flit Soldier	all	3	–	greenhouse flyer	Melee	wild (5)	leath. (5)	mamm. (5)	Assist (5)
falumpaset	Naboo	15	–	self	Melee	herb. (230)	leath. (130)	mamm. (80)	Herd
fambaa	Naboo	22	–	fambaa	Melee	rept. (1250)	leath. (750)	mamm. (675)	Herd
famished sludge panther	Talus	46	–	sludge panther	Melee	carn. (40)	leath. (35)	mamm. (35)	Assist (6)
fanned rawl	Naboo	8	–	rawl fanned	Melee	rept. (25)	scale. (15)	mamm. (7)	–
feared fynock youth	Talus	2	–	fynock	Melee	avian (3)	–	avian (3)	Herd
fearful fynock youth	Talus	30	–	fynock	Melee	avian (1)	–	avian (1)	Herd
feeble kima	Talus	39	–	kima	Melee	herb. (5)	brist. (7)	mamm. (5)	Herd
female dire cat	Corellia	29	–	dire cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (6)|Herd|Killer
female forest slice hound	Corellia	30	–	slice hound forest	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
female grassland slice hound	Corellia	29	–	slice hound grassl.	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Herd
female kai tok	Rori	40	–	kai tok	Ranged	carn. (25)	leath. (41)	avian (46)	–
female Kwi	Dathomir	63	–	kwi	Spit	herb. (100)	leath. (86)	mamm. (76)	Herd
female langlatch	Lok	40	–	langlatch	Melee	carn. (11)	wool. (10)	mamm. (10)	Assist (8)
female malkloc plainswalker	Dathomir	79	–	malkloc plainswalker	Melee	herb. (2000)	leath. (1800)	mamm. (1350)	Herd|Killer!
female mamien	Yavin 4	67	–	marnien	Melee	wild (45)	wool. (20)	mamm. (20)	–
female mawgax	Yavin 4	60	–	mawgax	Melee	dom. (115)	leath. (72)	avian (52)	Herd
female mountain squill	Tatooine	17	–	squill	Melee	carn. (4)	leath. (3)	mamm. (2)	Assist (10)
female narglatch	Naboo	22	–	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
female plains tusk cat	Naboo	16	–	tusk cat	Melee	carn. (70)	brist. (40)	mamm. (35)	Assist (6)|Stalker|Killer
female razor cat	Corellia	38	–	razor cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Stalker|Herd|Killer
female roba	Talus	44	–	roba	Melee	carn. (10)	leath. (15)	mamm. (10)	Herd
female slice hound	Corellia	26	–	slice hound	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
female snorbal calf	Lok	35	–	snorbal	Melee	herb. (500)	leath. (400)	mamm. (350)	Herd
female squall	Rori	37	–	squall	Melee	herb. (8)	brist. (12)	mamm. (8)	Herd
female swamp tusk cat	Naboo	16	–	swamp tusk cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (4)|Stalker|Killer
female tybis	Yavin 4	77	–	tybis	Melee	herb. (220)	brist. (160)	mamm. (105)	Herd
feral bantha	Tatooine	15	–	bantha	Melee	herb. (415)	wool. (305)	mamm. (215)	Assist (6)|Killer
feral forest mite king	Rori	24	–	bark mite	Ranged	insect (20)	–	–	Assist (6)|Herd|Killer
feral gurk	Lok	39	–	self	Melee	herb. (350)	leath. (275)	mamm. (300)	Assist (8)|Stalker
feral mutant gackle stalker	Yavin 4	62	–	gacklebat	Melee	avian (9)	leath. (9)	avian (9)	Assist (12)|Stalker|Herd
feral orphan	Corellia	12	–	dire cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (6)|Herd
feral shaupaut	Naboo	26	–	feral shaupaut	Melee	carn. (30)	brist. (25)	mamm. (25)	Assist (6)|Stalker
ferine razorfang	Talus	20	–	kima	Melee	herb. (7)	brist. (8)	mamm. (7)	Assist (6)|Killer
fern bicker	Kash. (Ka)	17	–	self	Melee	herb. (18)	brist. (21)	mamm. (23)	–
ferocious kusak	Lok	39	–	kusak	Melee	carn. (21)	brist. (10)	mamm. (11)	Assist (12)|Stalker|Killer
festering dung mite queen	Talus	17	–	decay mite	Melee	insect (13)	–	–	Assist (4)|Herd|Killer
festering squill	Endor	64	–	squill	Melee	–	–	–	Assist (12)|Herd|Killer!
fierce borgle	Endor	63	–	borgle	Melee	–	leath. (5)	avian (5)	Assist (12)|Killer
fierce huurton	Dantooine	52	E	warren huurton (")	Melee	wild (25)	–	mamm. (25)	Assist (12)|Killer
fierce piket protector	Dantooine	68	–	piket	Melee	–	–	–	Killer
filthy rat	Gamma	1	–	emergence	Melee	wild (5)	leath. (5)	mamm. (5)	–
finned blaggart	Yavin 4	80	E	crystal snake	Melee	–	–	–	Assist (12)|Killer
flesh eating chuba	Naboo	2	–	self	Melee	carn. (4)	leath. (3)	–	–
flewt	Naboo	4	–	flewt	Melee	insect (3)	scale. (5)	avian (3)	Herd
flewt leviathan	Naboo	5	–	flewt	Melee	insect (3)	scale. (5)	avian (3)	Assist (6)|Herd
flit	Lok	31	–	flit	Melee	avian (9)	–	avian (10)	–
flit bloodsucker	Lok	32	–	flit	Melee	avian (9)	–	avian (10)	Assist (8)
flit harasser	Lok	33	–	flit	Melee	avian (9)	–	avian (10)	Assist (8)
flit youth	Lok	32	–	flit	Melee	avian (5)	–	avian (5)	–
flite rasp	Talus	34	–	rasp	Melee	avian (11)	–	avian (3)	Herd
flite rasp	Talus	35	–	rasp	Melee	avian (19)	–	avian (9)	Herd
foaming vynock	Talus	43	–	self	Melee	herb. (50)	leath. (70)	mamm. (20)	Assist (6)|Killer

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
Foehorn	Mustafar	82	E	tulrus	Melee	wild (35)	leath. (26)	–	Can't Slow|Assist (24)|Killer
forest mite	Rori	43	–	bark mite	Ranged	insect (5)	scale. (4)	–	–
forest murra	Corellia	31	–	self	Melee	herb. (75)	brist. (35)	mamm. (30)	Herd
forest slice hound	Corellia	31	–	slice hound forest	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
foul desecrator	Dathomir	69	–	kamurith	Melee	carn. (90)	leath. (65)	avian (50)	Assist (12)|Killer!
frail squall	Rori	2	–	squall	Melee	herb. (4)	brist. (3)	mamm. (3)	–
frenzied choku	Yavin 4	71	–	choku	Melee	avian (10)	–	avian (8)	Assist (12)|Stalker
frenzied fynock guardian	Talus	11	–	fynock	Melee	avian (8)	–	avian (8)	Assist (4)|Herd
frenzied graul	Dantooine	72	–	graul	Melee	carn. (1025)	leath. (950)	mamm. (855)	Assist (12)|Killer!
frenzied kahmurra	Talus	33	–	kahmurra	Melee	herb. (50)	brist. (30)	mamm. (35)	Assist (6)|Killer
frenzied walluga	Kash. (Et)	48	E	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
frightened borgle	Rori	34	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	Herd
frightened young flewt	Naboo	3	–	flewt	Melee	avian (1)	leath. (1)	avian (1)	Herd
furious devastator	Naboo	23	–	fambaa	Melee	rept. (1250)	leath. (750)	mamm. (675)	Assist (10)|Herd|Killer
furious ronto	Tatooine	18	–	ronto	Melee	herb. (465)	leath. (320)	mamm. (200)	Assist (10)
fuzzy jax	Rori	40	–	jax	Melee	herb. (11)	brist. (16)	mamm. (11)	Stalker|Herd
fynock	Talus	40	–	fynock	Melee	avian (22)	leath. (33)	avian (10)	–
gackle bat	Yavin 4	65	–	gacklebat	Melee	carn. (4)	brist. (2)	mamm. (3)	Assist (12)
gackle bat hunter	Yavin 4	67	–	gacklebat	Melee	carn. (4)	brist. (2)	mamm. (3)	Assist (12)
gackle bat myrmidon lord	Yavin 4	63	–	gacklebat	Melee	avian (10)	leath. (10)	avian (10)	Assist (12)|Stalker|Herd|Killer
gaping spider	Dathomir	63	–	gaping	Melee	insect (8)	–	–	Assist (12)|Stalker|Killer
gaping spider broodling	Dathomir	62	–	gaping	Melee	insect (5)	–	–	Stalker
gaping spider hunter	Dathomir	68	–	gaping	Ranged	insect (9)	–	–	Assist (12)|Stalker|Killer!
gaping spider queen	Dathomir	65	–	gaping	Ranged	insect (12)	–	–	Assist (12)|Stalker|Killer
gaping spider recluse	Dathomir	75	–	gaping recluse	Ranged	insect (11)	–	–	Assist (12)|Stalker|Killer
gaping spider recluse queen	Dathomir	79	–	gaping recluse	Ranged	insect (11)	–	–	Assist (12)|Stalker|Killer
genetically-enhanced kahmurra	Talus	30	–	kahmurra	Melee	herb. (50)	brist. (30)	mamm. (35)	Assist (6)|Killer
giant angler	Yavin 4	73	–	angler	Ranged	insect (3)	–	–	Assist (12)|Stalker
giant baz nitch	Dathomir	64	–	baz nitch	Melee	wild (9)	leath. (5)	mamm. (5)	Assist (12)|Herd|Killer
giant canyon krayt dragon	Tatooine	87	B	krayt dragon	Melee	carn. (1500)	brist. (870)	mamm. (805)	Can't Slow|Assist(34)|Stalker|Killer!
giant carrion spat	Corellia	30	–	carrion spat	Melee	avian (350)	–	avian (295)	Assist (6)|Stalker|Killer
giant cave veermok	Naboo	22	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)|Killer
giant cavern spider recluse	Dathomir	81	E	spider nightsister (")	Melee	insect (80)	–	–	Assist (12)|Stalker|Killer!
giant crystal snake	Yavin 4	68	–	crystal snake	Ranged	carn. (7)	scale. (4)	–	Assist (12)
giant dalyrake	Corellia	37	–	dalyrake	Melee	insect (60)	scale. (90)	–	Assist (6)
giant decay mite guardian	Talus	19	–	decay mite	Melee	insect (22)	–	–	Assist (4)
giant decay mite harvester	Talus	10	–	decay mite	Melee	insect (12)	–	–	–
giant decay mite hatchling	Talus	2	–	decay mite	Melee	insect (5)	–	–	–
giant decay mite protector	Talus	13	–	decay mite	Melee	insect (16)	–	–	–
giant decay mite queen	Talus	22	–	decay mite	Melee	insect (28)	–	–	Assist (4)
giant decay mite sentry	Talus	16	–	decay mite	Ranged	insect (15)	–	–	Assist (4)
giant decay mite soldier	Talus	15	–	decay mite	Melee	insect (18)	–	–	Assist (4)
giant dune kimogila	Lok	81	B	kimogila	Melee	carn. (1500)	leath. (1400)	–	Can't Slow|Assist (12)|Killer!
giant fanned rawl	Naboo	10	–	rawl fanned	Melee	rept. (25)	scale. (15)	mamm. (7)	–
giant flit	Lok	34	–	flit	Melee	avian (11)	–	avian (13)	Assist (8)
giant fynock	Talus	40	–	fynock	Ranged	avian (70)	leath. (50)	avian (55)	Assist (4)|Killer
giant gackle bat	Yavin 4	68	–	gacklebat	Melee	carn. (7)	brist. (5)	mamm. (6)	Assist (12)
giant gaping spider recluse	Dathomir	78	–	gaping recluse	Ranged	insect (11)	–	–	Assist (12)|Stalker|Killer!
giant gubbur	Corellia	26	–	gubbur	Melee	carn. (10)	leath. (15)	mamm. (15)	Assist (10)|Herd
giant horned krevol	Corellia	8	–	horned krevol	Ranged	insect (10)	–	–	Assist (10)|Stalker|Herd
giant kimogila	Lok	82	B	kimogila	Melee	carn. (1450)	leath. (1350)	–	Can't Slow|Assist (12)|Killer!
giant mawgax	Yavin 4	60	–	mawgax	Melee	dom. (130)	leath. (85)	avian (70)	Herd
giant mutant bark mite	Rori	15	–	mutant bark mite	Melee	insect (20)	brist. (18)	–	Assist (6)|Herd|Killer
giant peko peko	Naboo	25	–	peko peko giant	Melee	avian (155)	wool. (70)	avian (45)	Herd
giant pharple	Lok	55	–	pharple	Melee	avian (21)	brist. (12)	avian (9)	Herd
giant sand beetle	Tatooine	25	–	giant sand beetle	Spit	insect (15)	scale. (20)	–	Assist (10)|Killer
giant spined puc	Yavin 4	71	–	spinedpuc	Melee	rept. (7)	leath. (7)	–	Assist (12)
giant spined snake	Lok	47	–	spinesnake	Melee	rept. (15)	leath. (8)	–	Assist (8)|Killer
giant stintaril	Yavin 4	63	–	stinaril	Ranged	carn. (9)	brist. (7)	mamm. (6)	–

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
Giant Tanc Mite	Tansarri	2	–	greenhouse insect	Melee	wild (25)	–	–	–
giant tanc mite	Yavin 4	68	–	tancmite	Spit	insect (6)	–	–	Herd
Giant Tanc Mite Drone	all	3	–	greenhouse insect	Melee	wild (25)	–	–	–
Giant Tanc Mite Queen	all	4	–	greenhouse insect	Spit	wild (25)	–	–	Assist (5)
giant veermok	Naboo	20	–	veermok	Melee	carn. (250)	brist. (200)	mamm. (80)	Assist (6)
giant worrt	Tatooine	13	–	worrt	Melee	rept. (9)	leath. (9)	mamm. (4)	Assist (6)
giga flite rasp	Talus	39	–	rasp	Melee	avian (20)	–	avian (6)	Herd
gleaming lantern bird	Endor	61	–	lantern	Melee	–	leath. (41)	avian (46)	Herd
glutted fynock queen	Talus	14	–	fynock	Melee	avian (30)	leath. (25)	avian (20)	Assist (4)|Herd|Killer
gnarled bark mite queen	Rori	17	–	bark mite	Ranged	insect (13)	–	–	Assist (6)|Herd
gnarled rancor	Dathomir	78	E	rancor	Melee	carn. (950)	leath. (876)	mamm. (776)	Assist (12)|Killer!
gnort	Naboo	1	–	gnort	Melee	herb. (6)	leath. (4)	mamm. (3)	Herd
Gorax	Endor	88	B	gorax (")	Melee	–	–	–	Can't Slow|Assist (12)|Killer!
Goretongue	Kash. (RT)	64	B	minstyngar	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
gorg	Tatooine	2	–	gorg	Melee	herb. (5)	leath. (3)	mamm. (2)	Assist (10)|Herd
gorg glutton	Tatooine	2	–	gorg	Melee	herb. (12)	leath. (9)	mamm. (8)	Assist (10)|Herd
gorge vesp	Lok	42	–	vesp	Ranged	rept. (11)	leath. (5)	–	Assist (8)
grand krayt dragon	Tatooine	88	B	krayt dragon	Melee	carn. (1700)	brist. (950)	mamm. (905)	Can't Slow|Assist(24)|Stalker|Killer!
grand tybis	Yavin 4	76	–	tybis	Melee	herb. (275)	brist. (200)	mamm. (125)	Assist (12)|Herd
grand wrix	Corellia	37	–	wrix	Melee	carn. (70)	brist. (40)	mamm. (35)	Herd|Killer
grassland slice hound	Corellia	30	–	slice hound grass	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Herd|Killer
grassland voritor tracker	Dantooine	69	–	voritor lizard	Melee	carn. (45)	leath. (35)	avian (40)	Assist (12)|Stalker
graul	Dantooine	73	–	graul	Melee	carn. (950)	leath. (875)	mamm. (775)	Assist (12)
graul mangler	Dathomir	70	–	graul	Melee	carn. (950)	leath. (875)	mamm. (775)	Assist (12)|Killer
graul marauder	Dantooine	73	–	graul	Melee	carn. (1100)	leath. (1000)	mamm. (950)	Assist (12)|Killer!
graul mauler	Dantooine	75	–	graul	Melee	carn. (950)	leath. (875)	mamm. (775)	Assist (12)|Killer!
Gravefeather	Corellia (Q)	16	E	enraged carrion spat	Melee	–	–	–	Assist (6)
great borgle	Rori	43	–	borgle	Melee	carn. (11)	leath. (7)	avian (11)	Assist (6)
great mouf	Kash. (DF)	34	–	forest mouf (sayormi)	Melee	wild (18)	wool. (21)	mamm. (23)	Stalker
great plains stalker	Corellia	50	–	razor cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Stalker|Killer
great squill	Tatooine	13	–	squill	Melee	carn. (6)	leath. (6)	mamm. (5)	Assist (10)|Stalker
greater desert womp rat	Tatooine	12	–	self	Ranged	wild (6)	leath. (5)	mamm. (4)	Assist (6)|Stalker
greater gulginaw	Corellia	37	–	gulginaw	Ranged	avian (97)	–	avian (48)	Assist (10)|Herd
greater shaupaut	Naboo	14	–	shaupaut	Melee	carn. (10)	brist. (6)	mamm. (6)	Assist (6)|Stalker
greater shaupaut elder	Naboo	30	–	shaupaut	Melee	carn. (10)	brist. (6)	mamm. (6)	Assist (12)|Stalker
greater sludge panther	Talus	49	–	sludge panther	Melee	carn. (80)	leath. (70)	mamm. (70)	Assist (6)|Killer
Greyclimber	Kash. (Et)	40	E	bantha	Melee	herb. (18)	wool. (21)	horn (23)	–
grizzled bark mite	Rori	14	–	bark mite	Ranged	insect (10)	–	–	Assist (6)|Herd
grizzled dewback	Tatooine	18	–	dewback	Melee	rept. (365)	leath. (285)	mamm. (210)	Assist (10)
Grizzlefur	Naboo (Q)	27	E	narglatch	Melee	carn. (80)	brist. (50)	mamm. (50)	Assist (6)|Stalker|Herd|Killer
gronda	Corellia	32	–	gronda	Melee	carn. (360)	leath. (270)	mamm. (180)	Herd
gronda juggernaut	Corellia	50	–	gronda	Melee	carn. (500)	leath. (400)	mamm. (375)	Assist (10)|Herd|Killer
gronda patriarch	Corellia	30	–	gronda	Melee	carn. (360)	leath. (270)	mamm. (180)	Herd|Killer
grovo	Dathomir	83	B	nightsister (")	Melee	carn. (1100)	leath. (1000)	mamm. (950)	Assist (12)|Killer!
gualama	Naboo	39	–	gualama	Melee	wild (200)	wool. (150)	mamm. (90)	Herd
gualama patriarch	Naboo	42	–	gualama	Melee	wild (250)	wool. (200)	mamm. (120)	Herd
gubbur	Corellia	23	–	gubbur	Melee	carn. (4)	leath. (3)	mamm. (3)	Herd
guf drolg	Talus	42	–	guf drolg	Melee	rept. (350)	leath. (275)	mamm. (200)	Stalker
guf drolg female	Talus	43	–	guf drolg	Melee	rept. (325)	leath. (265)	mamm. (190)	Stalker
gulginaw	Corellia	26	–	gulginaw	Melee	avian (75)	–	avian (25)	Herd
Gungan falumpaset	Naboo	25	–	gungan (")	Melee	dom. (230)	leath. (130)	mamm. (80)	–
Gungan fambaa	Naboo	25	–	gungan (")	Melee	rept. (1350)	leath. (750)	mamm. (725)	–
Gungan kaadu	Naboo	23	–	gungan (")	Melee	avian (120)	leath. (85)	avian (70)	–
Gungan veermok	Naboo	23	–	gungan (")	Melee	carn. (150)	brist. (150)	mamm. (60)	–
gurk	Lok	38	–	gurk	Melee	herb. (350)	leath. (276)	mamm. (301)	–
gurk gatherer	Lok	39	–	gurk	Melee	herb. (350)	leath. (275)	mamm. (300)	–
gurk tracker	Lok	38	–	gurk	Melee	herb. (350)	leath. (277)	mamm. (302)	–
gurk whelp	Lok	37	–	gurk	Melee	herb. (300)	leath. (225)	mamm. (250)	–
gurnaset	Lok	50	–	gurnaset	Melee	herb. (352)	leath. (279)	mamm. (304)	Herd
gurnaset hatchling	Lok	49	–	gurnaset	Melee	herb. (351)	leath. (278)	mamm. (303)	Herd
gurrcat	Corellia	29	–	self	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
gurreck	Endor	63	–	gurreck	Melee	–	–	–	Assist (12)
gurreck forest stalker	Endor	64	–	gurreck	Melee	–	–	–	Assist (12)|Stalker
hanadak ancient	Endor	61	–	hanadak	Melee	carn. (40)	brist. (40)	mamm. (40)	Assist (12)|Herd|Killer

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
hanadak drifter	Endor	60	–	hanadak	Melee	–	brist. (35)	mamm. (35)	Assist (12)|Herd|Killer
harmony worrt	Tatooine	18	–	worrt	Melee	–	–	–	Can't Harm|Assist (4)
hermit spider	Naboo	33	–	hermit spider	Melee	insect (60)	–	–	Stalker
hermit spider guard	Naboo	5	–	hermit spider	Melee	insect (9)	–	–	Assist (6)|Herd
hermit spider queen	Naboo	5	–	hermit spider	Ranged	insect (10)	–	–	Assist (6)|Herd|Killer
highland remmer	Endor	65	–	remmer	Spit	–	–	–	Assist (12)
hilltop gurreck hunter	Endor	64	–	gurreck	Melee	–	–	–	Assist (12)|Stalker
hilltop kima	Talus	47	–	self	Melee	herb. (8)	brist. (10)	mamm. (8)	–
hooded crystal snake	Yavin 4	62	–	crystal snake	Ranged	carn. (5)	scale. (2)	–	Assist (12)
horned krevol	Naboo	2	–	krevol horned	Melee	rept. (3)	scale. (15)	mamm. (7)	–
horned rasp	Rori	31	–	rasp	Melee	avian (8)	–	avian (1)	Herd
horned voritor lizard	Dantooine	73	–	voritor lizard	Melee	carn. (65)	leath. (40)	avian (50)	Assist (12)
hostile huurton	Dantooine	52	E	warren huurton (")	Melee	wild (15)	–	mamm. (15)	Assist (12)|Herd
hostile thune mother	Dantooine	69	–	thune	Melee	herb. (135)	wool. (150)	–	Assist (12)|Herd
howling plumed rasp	Corellia	23	–	rasp	Melee	avian (3)	–	avian (2)	–
huf dun	Talus	47	–	huf dun	Melee	herb. (1350)	leath. (1600)	mamm. (1350)	Herd
huf dun bull	Talus	48	–	huf dun	Melee	herb. (1350)	leath. (1601)	mamm. (1351)	Herd
humbaba	Corellia	32	–	self	Melee	dom. (230)	leath. (130)	mamm. (80)	Herd
huurton	Dantooine	60	–	huurton	Melee	wild (15)	–	mamm. (15)	Assist (12)|Herd
huurton bloodhunter	Dantooine	64	–	huurton	Melee	wild (15)	–	mamm. (15)	Assist (12)|Herd|Killer!
huurton howler	Dantooine	65	–	huurton	Melee	wild (15)	–	mamm. (15)	Assist (12)|Herd|Killer
huurton huntress	Dantooine	62	–	huurton	Melee	wild (15)	–	mamm. (15)	Assist (12)|Stalker|Killer
huurton matron	Dantooine	61	–	huurton	Melee	wild (15)	–	mamm. (15)	Herd
huurton pup	Dantooine	60	–	huurton	Melee	wild (10)	–	mamm. (5)	Herd
huurton reaper	Dantooine	65	–	huurton	Melee	wild (25)	–	mamm. (25)	Assist (12)|Stalker|Killer!
huurton stalker	Dantooine	60	–	huurton	Melee	wild (15)	–	mamm. (15)	Assist (12)|Killer
ikopi	Naboo	4	–	ikopi	Melee	wild (70)	brist. (60)	mamm. (45)	Herd
ikopi stag	Naboo	30	–	self	Melee	wild (100)	brist. (75)	mamm. (75)	–
Imperial veermok	Naboo	32	–	imperial (")	Melee	carn. (150)	brist. (150)	mamm. (60)	Killer
infant brackaset	Dathomir	63	–	brackaset	Melee	wild (75)	leath. (65)	mamm. (60)	Herd
infant graul	Dantooine	68	–	graul	Melee	carn. (700)	leath. (750)	mamm. (650)	Assist (12)
infuriated roba protector	Endor	45	–	roba	Melee	–	–	–	Assist (12)|Killer
injured Kwi	Dathomir	60	–	kwi	Melee	herb. (100)	leath. (85)	mamm. (75)	Herd
injured purbole	Dathomir	61	–	purbole	Melee	carn. (15)	brist. (10)	mamm. (10)	Stalker
injured verne	Dathomir	60	–	verne	Melee	wild (30)	leath. (25)	mamm. (22)	Herd
insane mantigrue berserker	Endor	45	–	mantigrue	Melee	–	–	–	Assist (12)|Killer
irate flewt matriarch	Naboo	5	–	flewt	Melee	avian (4)	leath. (4)	avian (4)	Assist (6)|Herd
Jagged Fang	Kash. (Ka)	55	B	kachirho varactyl	Melee	avian (18)	scale. (21)	avian (23)	Assist (24)|Killer
jundak	Mustafar	1	–	jundak	Melee	insect (1)	scale. (2)	–	–
jundak	Mustafar	78	–	jundak	Melee	insect (25)	scale. (30)	–	Assist (24)|Killer
Jundak Devourer	Mustafar	88	E	jundak	Melee	insect (23)	scale. (35)	–	Assist (24)|Killer
jundak shrieker	Mustafar	80	–	jundak	Melee	insect (20)	scale. (27)	–	Assist (24)|Killer
jundak stalker	Mustafar	82	–	jundak	Melee	insect (27)	scale. (35)	–	Assist (24)|Stalker|Killer
jundland eopie	Tatooine	21	–	eopie	Melee	herb. (300)	leath. (225)	mamm. (115)	Herd
jungle fynock	Talus	42	–	fynock	Melee	avian (28)	leath. (18)	avian (15)	Stalker
juven. canyon krayt dragon	Tatooine	82	B	krayt dragon	Melee	carn. (750)	brist. (500)	mamm. (410)	Assist (24)|Killer!
juvenile langlatch	Lok	40	–	langlatch	Melee	carn. (7)	wool. (6)	mamm. (6)	–
juvenile pygmy torton	Rori	8	–	torton	Melee	carn. (400)	wool. (300)	mamm. (400)	Herd
juvenile urnsor'is	Kash. (My)	75	E	myyydril urn	Melee	carn. (20)	–	–	Assist (24)
jyykle vulture	Kash. (Ka)	18	–	self	Melee	avian (18)	leath. (21)	avian (23)	–
kaadu	Naboo	8	–	kaadu	Melee	avian (120)	leath. (85)	avian (70)	Herd
kaadu female	Naboo	13	–	kaadu	Melee	avian (100)	leath. (75)	avian (65)	Herd
kaadu male	Naboo	14	–	kaadu	Melee	avian (120)	leath. (85)	avian (70)	Herd
kahmurra	Talus	43	–	kahmurra	Melee	herb. (45)	brist. (27)	mamm. (32)	–
kahmurra blanca	Talus	30	E	murra	Melee	–	–	–	Assist (12)|Killer
kai tok bloodreaver	Yavin 4	64	–	kai tok	Melee	–	leath. (41)	avian (46)	Assist (12)|Stalker
kai tok prowler	Yavin 4	65	–	kai tok	Ranged	–	leath. (41)	avian (46)	Assist (12)|Stalker|Herd
kai tok scavenger	Yavin 4	65	–	kai tok	Melee	–	leath. (41)	avian (46)	Assist (12)|Stalker
kai tok slayer	Yavin 4	65	–	kai tok	Ranged	–	leath. (41)	avian (46)	Assist (12)|Stalker|Killer

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
kamurith defiler	Dathomir	68	–	kamurith	Melee	carn. (90)	leath. (65)	avian (50)	Assist (12)|Killer
kamurith snapper	Dathomir	65	–	kamurith	Melee	carn. (90)	leath. (65)	avian (50)	Assist (12)|Killer
karling	Mustafar	83	B	sherkar	Melee	insect (19)	scale. (33)	–	Assist (24)|Killer!
Kash. bantha	Kashyyyk	25	–	bantha	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
Kash. bantha herdleader	Kash. (Et)	40	–	bantha	Melee	herb. (18)	wool. (21)	horn (23)	–
Kash. bantha matriarch	Kash. (Et)	42	–	bantha	Melee	herb. (18)	wool. (21)	horn (23)	–
katarn	Kashyyyk	25	–	katarn	Melee	carn. (18)	leath. (21)	mamm. (23)	Assist (24)
katarn	Kash. (RT)	87	B	katarn	Melee	carn. (18)	leath. (21)	mamm. (23)	Assist (24)
Kiin'Dray	Dathomir	83	B	spider nightsister (")	Ranged	insect (11)	–	–	Assist (12)|Stalker|Killer!
kima	Talus	45	–	kima	Melee	herb. (7)	brist. (8)	mamm. (7)	–
kimogila	Lok	80	B	kimogila	Melee	carn. (1400)	leath. (1300)	–	Assist (12)|Killer!
kimogila dwarf	Lok	78	B	kimogila	Melee	carn. (1450)	leath. (1350)	–	Assist (12)|Killer!
kimogila hatchling	Lok	78	B	kimogila	Ranged	carn. (700)	leath. (625)	–	Assist (12)
kinad baz nitch	Dathomir	70	–	baz nitch	Melee	wild (15)	leath. (10)	mamm. (5)	Assist (12)|Herd|Killer
king merek harvester	Endor	64	–	merek	Ranged	–	leath. (50)	–	Assist (12)|Herd|Killer!
king venom nightspider	Naboo	7	–	nightspider	Ranged	insect (10)	–	–	Assist (6)|Herd|Killer
kkorrwrot	Kashyyyk	25	–	kkorrwrot	Melee	insect (18)	brist. (21)	–	Assist (24)
kkorrwrot	hracca	86	B	kkorrwrot	Melee	insect (18)	brist. (21)	–	Assist (24)
kkryytch	Kash. (Ka)	17	–	self	Melee	herb. (18)	brist. (21)	mamm. (23)	–
kliknik	Yavin 4	78	–	kliknik	Ranged	carn. (5)	scale. (4)	–	Assist (12)
kliknik dark defender	Yavin 4	74	–	kliknik	Ranged	carn. (7)	scale. (4)	–	Assist (12)
kliknik dark hunter	Yavin 4	74	–	kliknik	Ranged	carn. (6)	scale. (4)	–	Assist (12)|Stalker|Killer
kliknik dark queen	Yavin 4	75	–	kliknik	Ranged	carn. (7)	scale. (4)	–	Assist (12)
kliknik dark warrior	Yavin 4	74	–	kliknik	Ranged	carn. (6)	scale. (4)	–	Assist (12)|Killer
kliknik dark worker	Yavin 4	73	–	kliknik	Melee	carn. (6)	scale. (4)	–	Assist (12)
kliknik defender	Yavin 4	80	–	kliknik	Ranged	carn. (7)	scale. (4)	–	Assist (12)
kliknik hatchling	Yavin 4	73	–	kliknik	Melee	carn. (1)	scale. (4)	–	Herd
kliknik hunter	Yavin 4	77	–	kliknik	Ranged	carn. (6)	scale. (4)	–	Assist (12)|Killer
kliknik mantis	Yavin 4	74	–	kliknik	Ranged	carn. (5)	scale. (4)	–	Assist (12)
kliknik queen	Yavin 4	80	–	kliknik	Ranged	carn. (7)	scale. (4)	–	Assist (12)
kliknik queen harvester	Yavin 4	78	–	kliknik	Ranged	carn. (15)	scale. (4)	–	Assist (12)|Stalker|Herd
kliknik scout	Yavin 4	77	–	kliknik	Ranged	carn. (6)	scale. (4)	–	Assist (12)
kliknik shredder guardian	Yavin 4	73	–	kliknik	Ranged	carn. (15)	scale. (4)	–	Assist (12)|Herd|Killer
kliknik warrior	Yavin 4	77	–	kliknik	Ranged	carn. (6)	scale. (4)	–	Assist (12)
kliknik worker	Yavin 4	78	–	kliknik	Melee	carn. (6)	scale. (4)	–	Assist (12)
knotted krevol	Naboo	14	–	krevol horned	Melee	rept. (25)	scale. (15)	mamm. (7)	–
krahbu	Corellia	28	–	self	Melee	herb. (210)	brist. (135)	mamm. (120)	Herd
krayt dragon ancient	Tatooine	90	B	krayt dragon	Melee	carn. (1700)	brist. (950)	mamm. (905)	Can't Slow|Assist(36)|(24)|Stalker|Killer!
kreetle	Tatooine	5	–	kreetle	Melee	insect (1)	scale. (2)	–	Herd
kreetle swarmling	Tatooine	1	–	uber kreetle	Melee	insect (1)	scale. (2)	–	Herd
kubaza beetle	Mustafar	1	–	lava beetle	Melee	insect (15)	scale. (22)	–	–
kubaza beetle	Mustafar	70	–	lava beetle	Melee	insect (14)	scale. (24)	–	Assist (24)
kubaza beetle	Mustafar	74	–	lava beetle	Melee	insect (20)	scale. (29)	–	Assist (24)
kubaza beetle drone	Mustafar	80	–	link beetle	Melee	insect (16)	scale. (24)	–	–
kubaza beetle hatchling	Mustafar	84	–	orf beetle	Melee	insect (21)	scale. (28)	–	Assist (24)
kubaza beetle soldier	Mustafar	75	E	lava beetle	Melee	insect (17)	scale. (28)	–	Assist (24)
kubaza beetle soldier	Mustafar	86	–	orf beetle	Melee	insect (21)	scale. (32)	–	Assist (24)|Killer
kubaza beetle worker	Mustafar	71	–	lava beetle	Melee	insect (15)	scale. (25)	–	Assist (24)
kubaza beetle worker	Mustafar	85	–	orf beetle	Melee	insect (21)	scale. (29)	–	Assist (24)
kubaza defender beetle	Mustafar	80	E	link beetle	Melee	insect (16)	scale. (24)	–	Can't Slow|Assist (6)|Killer
kubaza queen beetle	Mustafar	82	E	lava beetle	Melee	insect (24)	scale. (35)	–	Assist (24)
kubaza soldier beetle	Mustafar	73	E	lava beetle	Melee	insect (15)	scale. (27)	–	Assist (24)
kubaza soldier beetle	Mustafar	80	E	lava beetle	Melee	insect (22)	scale. (33)	–	Assist (24)
kubaza soldier beetle	Mustafar	80	–	link beetle	Melee	insect (16)	scale. (24)	–	Assist (6)|Killer
kubaza worker beetle	Mustafar	70	–	lava beetle	Melee	insect (15)	scale. (26)	–	Assist (24)
kubaza worker beetle	Mustafar	76	–	lava beetle	Melee	insect (20)	scale. (30)	–	Assist (24)
kubaza worker beetle	Mustafar	80	–	link beetle	Melee	insect (16)	scale. (24)	–	–
kusak	Lok	39	–	kusak	Melee	carn. (20)	brist. (14)	mamm. (10)	Assist (12)|Stalker
kusak hunter	Lok	40	–	kusak	Melee	carn. (20)	brist. (14)	mamm. (10)	Assist (8)|Stalker|Killer!
kusak mauler	Lok	40	–	kusak	Melee	carn. (21)	brist. (10)	mamm. (11)	Assist (8)|Stalker
kusak pup	Lok	39	–	kusak	Melee	carn. (10)	brist. (7)	mamm. (5)	Stalker
kusak stalker	Lok	38	–	kusak	Melee	carn. (20)	brist. (14)	mamm. (10)	Assist (12)|Stalker|Killer
kwi	Dathomir	65	–	kwi	Melee	herb. (100)	leath. (85)	mamm. (75)	Herd
langlatch	Lok	1	–	bioengineer	Melee	–	–	–	–

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
langlatch destroyer	Lok	42	–	langlatch	Melee	carn. (18)	wool. (10)	mamm. (10)	Assist (8)|Stalker|Herd|Killer
langlatch giant	Lok	43	–	langlatch	Melee	carn. (18)	wool. (10)	mamm. (10)	Assist (8)|Stalker|Herd|Killer
langlatch hatchling	Lok	40	–	langlatch	Melee	carn. (5)	wool. (3)	mamm. (3)	–
langlatch hunter	Lok	41	–	langlatch	Melee	carn. (15)	wool. (15)	mamm. (15)	Assist (8)|Stalker|Herd|Killer
langlatch marauder	Lok	43	–	langlatch	Melee	carn. (12)	wool. (11)	mamm. (11)	Assist (8)
lantern bird	Endor	60	–	lantern	Melee	–	leath. (41)	avian (46)	Herd
large cave beetle	Tatooine	21	–	rock beetle	Ranged	insect (10)	scale. (14)	–	Assist (5)|Killer
large chuba	Naboo	1	–	chuba	Melee	herb. (10)	leath. (6)	–	Herd
Large Rock Beetle	Tatooine	18	E	rock beetle	Ranged	insect (6)	scale. (8)	–	Herd
large rock beetle	Tatooine	19	–	rock beetle	Melee	insect (10)	scale. (14)	–	Killer
large rock beetle	Tatooine	19	–	rock beetle	Melee	insect (12)	scale. (16)	–	Assist (6)
large sand beetle	Tatooine	24	–	giant sand beetle	Melee	insect (10)	scale. (14)	–	Assist (10)|Killer
large xandank	Mustafar	80	E	xandank	Melee	insect (17)	scale. (26)	–	Assist (24)
lava beetle	Mustafar	80	E	droid army (")	Melee	insect (21)	scale. (28)	–	Assist (24)|Killer!
lava flea	Mustafar	65	–	lava flea	Melee	insect (15)	scale. (23)	–	–
lava flea	Mustafar	68	–	lava flea	Melee	insect (17)	scale. (25)	–	–
lava flea guard	Mustafar	70	E	lava flea	Melee	insect (16)	scale. (24)	–	Assist (24)|Killer
lava flea guard	Mustafar	72	E	lava flea	Melee	insect (18)	scale. (27)	–	Assist (24)|Killer
lava flea hatchling	Mustafar	83	–	orf flea	Melee	insect (20)	scale. (29)	–	Assist (24)
lava flea juvenile	Mustafar	84	–	orf flea	Melee	insect (20)	scale. (30)	–	Assist (24)
lava flea queen	Mustafar	75	E	lava flea	Melee	insect (18)	scale. (26)	–	Killer
lava flea strider	Mustafar	69	–	lava flea	Melee	insect (17)	scale. (27)	–	–
lava runner prowler	Mustafar	82	–	tanray	Melee	rept. (23)	scale. (31)	–	Assist (24)|Stalker
lava runner stalker	Mustafar	80	–	tanray	Melee	rept. (21)	scale. (28)	–	Assist (24)|Stalker
lava runner tanray	Mustafar	79	–	tanray	Melee	rept. (20)	scale. (26)	–	Assist (24)
lava strider	Mustafar	67	–	lava flea	Melee	insect (17)	scale. (24)	–	–
lesser bocatt	Tatooine	14	–	bocatt	Melee	rept. (100)	leath. (60)	mamm. (35)	Assist (10)|Stalker
lesser desert womp rat	Tatooine	4	–	womprat	Melee	wild (2)	leath. (2)	mamm. (1)	Herd
lesser dewback	Tatooine	5	–	self	Melee	rept. (175)	leath. (125)	mamm. (100)	–
lesser plains bol	Dantooine	60	–	bol	Melee	–	leath. (300)	mamm. (180)	Herd
lethargic behemoth	Lok	40	–	flit	Melee	avian (11)	–	avian (13)	Assist (8)
leviasquall	Rori	48	–	squall	Melee	herb. (50)	brist. (61)	mamm. (50)	Herd
lice-ridden remmer queen	Endor	60	–	remmer	Spit	–	–	–	Assist (12)
loathsome mangler	Lok	38	–	gurk	Melee	herb. (350)	leath. (276)	mamm. (301)	Assist (8)|Killer
lowland blistmok	Mustafar	67	–	blistmok	Melee	rept. (18)	scale. (20)	–	Assist (24)|Killer
lowland blistmok raptor	Mustafar	69	–	blistmok	Melee	rept. (19)	scale. (20)	–	Assist (24)|Killer
lowland brackaset	Dathomir	60	–	brackaset	Melee	wild (75)	leath. (65)	mamm. (60)	Herd
lowland salt mynock	Lok	38	–	mynock	Melee	herb. (55)	leath. (73)	mamm. (25)	Assist (8)|Killer
lumbering bolma	Dathomir	65	–	bolma	Melee	–	leath. (160)	mamm. (150)	Herd
lurking angler	Yavin 4	67	–	angler	Ranged	insect (4)	–	–	Assist (12)|Stalker
lurking shear mite	Dathomir	69	–	shearmite	Ranged	insect (15)	scale. (12)	–	Assist (12)|Stalker
mad angler	Yavin 4	70	–	angler	Ranged	insect (3)	–	–	Assist (12)|Stalker|Killer!
Magma Drenched Tulrus	Mustafar	89	E	tulrus	Melee	wild (33)	leath. (30)	–	Can't Slow|Assist (24)|Killer
Magma Horn	Mustafar	82	E	tulrus	Melee	wild (42)	leath. (33)	–	Assist (24)|Stalker|Killer
majestic plumed rasp	Corellia	33	–	rasp	Melee	avian (5)	–	avian (4)	–
majestic whisper bird	Yavin 4	56	–	whisperbird	Melee	avian (65)	–	avian (40)	Herd
male kai tok	Rori	42	–	kai tok	Ranged	carn. (25)	leath. (41)	avian (46)	Assist (6)
male langlatch	Lok	42	–	langlatch	Melee	carn. (10)	wool. (9)	mamm. (9)	Assist (8)
male mamien	Yavin 4	68	–	marnien	Melee	wild (45)	wool. (20)	mamm. (20)	–
male mawgax	Yavin 4	60	–	mawgax	Melee	dom. (100)	leath. (70)	avian (55)	Herd
male plains tusk cat	Naboo	16	–	tusk cat	Melee	carn. (75)	brist. (45)	mamm. (40)	Stalker|Killer
male roba	Talus	43	–	roba	Melee	carn. (11)	leath. (17)	mamm. (12)	Herd
male snorbal calf	Lok	54	–	snorbal	Melee	herb. (500)	leath. (401)	mamm. (351)	Herd
male squall	Rori	39	–	squall	Melee	herb. (10)	brist. (15)	mamm. (10)	Herd
male swamp tusk cat	Naboo	16	–	swamp tusk cat	Melee	carn. (70)	brist. (40)	mamm. (35)	Stalker|Killer
male tybis	Yavin 4	78	–	tybis	Melee	herb. (275)	brist. (200)	mamm. (125)	Herd
Malfosa	Mustafar	80	B	sherkar	Melee	insect (19)	scale. (33)	–	Can't Slow|Assist (24)|Killer!
malignant squill	Tatooine	50	–	squill	Melee	carn. (25)	leath. (25)	mamm. (20)	Assist (10)|Stalker|Killer
malkloc	Dathomir	74	–	malkloc	Melee	herb. (1100)	leath. (1200)	mamm. (1100)	Herd

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
malkloc bull	Dathomir	75	–	malkloc	Melee	herb. (1400)	leath. (1500)	mamm. (1200)	Herd
malkloc plainswalker	Dathomir	81	–	malkloc plainswalker	Melee	herb. (2400)	leath. (2100)	mamm. (1700)	Herd|Killer!
mamien jungle lord	Yavin 4	66	–	marnien	Melee	wild (18)	wool. (18)	mamm. (18)	Assist (12)|Herd|Killer
mamien matriarch	Yavin 4	62	–	marnien	Melee	wild (17)	wool. (20)	mamm. (20)	Assist (12)|Herd|Killer
mamien youth	Yavin 4	66	–	marnien	Melee	wild (35)	wool. (20)	mamm. (20)	–
mammoth bearded jax	Rori	46	–	jax	Melee	herb. (25)	brist. (35)	mamm. (25)	Stalker|Herd
mammoth thune	Dantooine	70	–	thune	Melee	herb. (225)	wool. (190)	–	Assist (12)|Herd|Killer
mantigrue hunter	Endor	71	–	mantigrue	Melee	–	–	–	Assist (12)
mantigrue night stalker	Endor	71	–	mantigrue	Ranged	–	–	–	Assist (12)|Stalker|Herd|Killer
mantigrue reaper	Endor	72	–	mantigrue	Ranged	–	–	–	Assist (12)
mantigrue screecher	Endor	64	–	mantigrue	Melee	–	–	–	Assist (12)
massive gnort	Naboo	2	–	gnort	Melee	herb. (12)	leath. (8)	mamm. (6)	Herd
matriach Kashyyyk bantha	Kash. (Ka)	24	–	bantha	Melee	herb. (18)	wool. (21)	horn (23)	–
mature hanadak	Endor	71	–	hanadak	Melee	carn. (20)	brist. (20)	mamm. (20)	Assist (12)|Herd
mature hanadak rock smasher	Endor	71	–	hanadak	Melee	–	brist. (35)	mamm. (35)	Assist (12)
mature pygmy torton	Rori	22	–	torton	Melee	carn. (700)	wool. (500)	mamm. (700)	Assist (6)|Herd|Killer
mature reptilian flier	Dathomir	68	–	reptilian flier	Melee	avian (130)	leath. (85)	avian (80)	Assist (12)
mature snorbal female	Lok	35	–	snorbal	Melee	herb. (545)	leath. (440)	mamm. (400)	Herd
mature snorbal male	Lok	36	–	snorbal	Melee	herb. (545)	leath. (440)	mamm. (400)	Herd
Mauler veermok	Naboo	23,26	–	mauler	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)|Stalker
maverick gualama	Naboo	41	–	self	Melee	wild (200)	wool. (150)	mamm. (90)	Assist (8)
mawgax	Yavin 4	1	–	bioengineer	Melee	–	–	–	–
mawgax raptor	Yavin 4	50	–	mawgax	Melee	dom. (100)	leath. (70)	avian (55)	Assist (12)|Herd
mawgax youth	Yavin 4	60	–	mawgax	Melee	dom. (90)	leath. (60)	avian (45)	Herd
meager tortur	Talus	42	–	tortur	Melee	carn. (650)	leath. (575)	mamm. (650)	Herd
meek avenging squall	Rori	31	–	squall	Melee	herb. (12)	brist. (9)	mamm. (9)	–
merek	Endor	1	–	bioengineer	Melee	–	–	–	–
merek assassin	Endor	64	–	merek	Melee	–	leath. (45)	–	Assist (12)|Stalker|Killer!
merek cavern creeper	Endor	63	–	merek	Ranged	–	leath. (45)	–	Assist (12)|Stalker
merek death's head	Endor	64	–	merek	Melee	–	leath. (45)	–	Assist (12)|Killer!
merek harvester	Endor	63	–	merek	Melee	–	leath. (45)	–	Assist (12)
midnight vir vur	Rori	46	–	vir vur	Melee	avian (10)	–	mamm. (2)	Stalker
mine rat	Endor	83	E	death watch (")	Melee	–	–	–	Assist (12)|Killer
minor gorax	Endor	83	E	gorax (")	Melee	–	–	–	Assist (12)|Killer!
minor gubbur	Corellia	22	–	gubbur	Melee	carn. (3)	leath. (2)	mamm. (2)	Herd
minor guf drolg	Talus	36	–	guf drolg	Melee	rept. (300)	leath. (240)	mamm. (170)	–
minor sludge panther	Talus	37	–	sludge panther	Melee	carn. (20)	leath. (27)	mamm. (27)	–
minor worrt	Tatooine	3	–	minor worrt	Melee	rept. (3)	leath. (3)	mamm. (1)	Herd
minstyngar	Kashyyyk	25	–	minstyngar	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)
minstyngar bloodspiller	Kash. (RT)	80	E	minstyngar elite	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
minstyngar bonecrusher	Kash. (RT)	81	E	minstyngar elite	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
minstyngar breeder	Kash. (RT)	63	–	minstyngar	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
minstyngar deathcaller	Kash. (RT)	82	E	minstyngar elite	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
minstyngar prey finder	Kash. (RT)	62	–	minstyngar	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
minstyngar thrasher	Kash. (RT)	64	–	minstyngar	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Stalker
mire marauder	Talus	60	–	sludge panther	Melee	carn. (150)	leath. (140)	mamm. (140)	Assist (6)|Stalker|Killer
monstrous brute	Dathomir	82	E	rancor	Melee	carn. (950)	leath. (878)	mamm. (778)	Assist (12)|Killer!
Mother Queen	Kash. (My)	81	E	myyydril urn	Melee	carn. (200)	–	–	Assist (24)
Mother Ves'ad	Kash. (DF)	40	E	forest webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)|Stalker
motley kaadu	Naboo	10	–	kaadu	Melee	avian (120)	leath. (75)	avian (65)	Herd
mott	Naboo	5	–	mott	Melee	herb. (85)	leath. (60)	mamm. (25)	Herd
mott bull	Naboo	6	–	mott	Melee	herb. (100)	leath. (65)	mamm. (40)	–
mott calf	Naboo	1	–	mott	Melee	herb. (45)	leath. (30)	mamm. (15)	–
mottled wrix	Corellia	35	–	wrix	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Herd|Killer
mouf	Kashyyyk	25	–	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
mouf	Kash. (DF)	32	–	forest mouf (sayormi)	Melee	wild (18)	wool. (21)	mamm. (23)	Stalker
mouf	Kash. (Et)	44	–	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
mouf roarlord	Kash. (Et)	48	E	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
mound mite	Tatooine	4	–	self	Melee	insect (3)	scale. (4)	–	–
mountain dewback	Tatooine	22	–	dewback mountain	Melee	rept. (330)	leath. (240)	mamm. (170)	–
mountain ikopi	Naboo	48	–	self	Melee	wild (75)	brist. (60)	mamm. (50)	–
mountain krevol	Naboo	18	–	krevol mountain	Melee	insect (3)	scale. (2)	–	–
mountain murra	Corellia	31	–	self	Melee	herb. (75)	brist. (35)	mamm. (45)	Herd
mountain spineflap	Naboo	27	–	capper spineflap	Melee	–	scale. (35)	avian (25)	Assist (6)

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
mountain squill	Tatooine	18	–	squill	Melee	carn. (3)	leath. (3)	mamm. (2)	Assist (10)|Stalker
mountain squill guardian	Tatooine	19	–	squill	Melee	carn. (3)	leath. (4)	mamm. (2)	Assist (10)
mountain squill hunter	Tatooine	19	–	squill	Melee	carn. (2)	leath. (2)	mamm. (1)	Assist (10)
mountain torton	Rori	28	–	torton	Melee	carn. (1400)	wool. (1225)	mamm. (1400)	Herd|Killer
mountain vesp	Lok	44	–	vesp	Ranged	rept. (11)	leath. (5)	–	Assist (8)
mountain worrt	Tatooine	19	–	self	Ranged	rept. (4)	leath. (3)	mamm. (2)	Assist (6)
murra	Corellia	28	–	murra	Melee	herb. (55)	brist. (35)	mamm. (32)	Herd
mutant acklay	Yavin 4	80	E	geonosian monster	Melee	–	–	–	Can't Slow|Assist (12)|Killer
mutant bark mite hatchling	Rori	5	–	mutant bark mite	Melee	insect (10)	brist. (8)	–	Assist (4)|Herd|Killer
mutant bark mite queen	Rori	30	–	mutant bark mite	Melee	insect (35)	brist. (35)	–	Assist (6)|Herd|Killer
mutant bark mite soldier	Rori	20	–	mutant bark mite	Ranged	insect (25)	brist. (20)	–	Assist (6)|Herd|Killer
mutant bark mite worker	Rori	8	–	mutant bark mite	Melee	insect (15)	brist. (10)	–	Assist (4)|Herd|Killer
mutant baz nitch	Dathomir	63	–	baz nitch	Melee	wild (5)	leath. (3)	mamm. (3)	Assist (12)|Herd|Killer
mutant hermit spider	Naboo	4	–	hermit spider	Melee	insect (60)	–	–	Stalker
mutant rancor	Dathomir	81	E	rancor	Melee	carn. (1020)	leath. (901)	mamm. (851)	Assist (12)|Killer!
mutant womp rat	Tatooine	12	–	womprat	Melee	wild (6)	leath. (5)	mamm. (4)	Assist (6)|Stalker
mutated kahmurra	Talus	50	–	kahmurra	Melee	herb. (50)	brist. (33)	mamm. (37)	Assist (6)
mutated krevol clicker	Corellia	8	–	horned krevol	Ranged	insect (10)	–	–	Assist (10)|Herd
naboo shaupaut elder	Naboo	26	–	shaupaut	Melee	carn. (6)	brist. (4)	mamm. (4)	Stalker
narglatch	Naboo	21	–	narglatch	Melee	carn. (75)	brist. (45)	mamm. (40)	Assist (6)|Stalker
narglatch cub	Naboo	20	–	narglatch	Melee	carn. (30)	brist. (25)	mamm. (20)	Stalker
narglatch guardian	Naboo	26	E	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
narglatch hunter	Naboo	25	E	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
narglatch matriarch	Naboo	25	–	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
narglatch protector	Naboo	28	–	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
narglatch scavenger	Naboo	26	–	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
Nefarious	Kash. (My)	79	E	myyydril urn	Melee	carn. (80)	–	–	Assist (24)
nestling	Kash. (RT)	82	E	katarn	Melee	carn. (18)	leath. (21)	mamm. (23)	Assist (24)
Nightsister bull rancor	Dathomir	80	E	nightsister (")	Melee	carn. (1020)	leath. (900)	mamm. (850)	Assist (12)|Killer!
Night. enraged bull rancor	Dathomir	81	E	nightsister (")	Melee	carn. (880)	leath. (750)	mamm. (670)	Assist (12)|Killer!
Nightsister enraged rancor	Dathomir	80	E	nightsister (")	Melee	carn. (950)	leath. (878)	mamm. (778)	Assist (12)|Killer!
Nightsister rancor	Dathomir	80	E	nightsister (")	Melee	carn. (950)	leath. (876)	mamm. (776)	Assist (12)|Stalker|Killer!
nightspider	Naboo	4	–	nightspider	Melee	insect (60)	–	–	–
nightspider aggressor	Naboo	5	–	nightspider	Melee	insect (5)	–	–	Assist (6)|Stalker|Herd
nightspider bloodsipper	Naboo	25	–	nightspider	Melee	insect (7)	–	–	Assist (6)|Stalker|Herd
nightspider dirtcrawler	Naboo	21	–	nightspider	Melee	insect (5)	–	–	Assist (12)|Stalker|Herd
nightspider fleshrender	Naboo	24	–	nightspider	Melee	insect (7)	–	–	Assist (6)|Stalker|Herd
nightspider poison spitter	Naboo	6	–	nightspider	Melee	insect (7)	–	–	Assist (6)|Stalker|Herd
nightspider vinecrawler	Naboo	22	–	nightspider	Melee	insect (7)	–	–	Assist (12)|Stalker|Herd
nightspider vineripper	Naboo	20	–	nightspider	Melee	insect (60)	–	–	–
nightspider vineshredder	Naboo	21	–	nightspider	Ranged	insect (10)	–	–	Assist (12)|Herd|Killer
Noctur'lan	Naboo	21	E	nightspider	Ranged	insect (10)	–	–	Assist (12)|Herd|Killer
nocuous kamurith	Dathomir	68	–	kamurith	Melee	carn. (90)	leath. (65)	avian (50)	Assist (12)|Killer
noxious kashyyyk bantha	Kash. (Hr)	74	–	hracca noxious creature	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
noxious kkryytch	Kash. (Hr)	74	–	hracca noxious creature	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
noxious mouf	Kash. (Hr)	75	–	hracca noxious creature	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
noxious pug jumper	Kash. (Hr)	73	–	hracca noxious creature	Melee	rept. (18)	leath. (21)	mamm. (23)	Assist (24)
noxious roroo	Kash. (Hr)	73	–	hracca noxious creature	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
noxious squill	Endor	62	–	squill	Melee	–	–	–	Assist (12)|Herd
noxious uller	Kash. (Hr)	76	–	hracca noxious creature	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
noxious vrelt scavenger	Corellia	27	–	vrelt	Ranged	carn. (10)	brist. (10)	mamm. (10)	Assist (10)|Stalker|Herd
noxious walluga	Kash. (Hr)	78	–	hracca noxious creature	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
nudfuh	Rori	42	–	nudfuh	Melee	herb. (1000)	leath. (1100)	mamm. (1000)	Herd
nuna	Naboo	7	–	self	Melee	avian (3)	leath. (4)	avian (2)	Herd
Nym's domesticated gurk	Lok	54	–	nym (")	Melee	herb. (350)	leath. (275)	mamm. (300)	–
Nym's kusak guardian	Lok	58	–	nym (")	Melee	–	–	–	Stalker
ominous skreeg	Yavin 4	62	–	skreeg	Melee	herb. (5)	brist. (9)	mamm. (7)	Assist (12)
Onyx-plated Xandank	Mustafar	86	B	xandank	Melee	insect (22)	scale. (31)	–	Can't Slow|Assist (24)|Killer!
oozing dung mite guardian	Talus	16	–	decay mite	Ranged	insect (12)	–	–	Assist (4)|Herd|Killer

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
overkreetle	Tatooine	11	–	uber kreetle	Melee	insect (8)	scale. (12)	–	Assist (6)|Herd
painted spat	Talus	30	E	carrion spat	Melee	–	–	–	Assist (12)|Killer
Paleclaw (a mouf)	Kash. (Et)	48	B	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
paralope	Corellia	23	–	paralope	Melee	herb. (5)	wool. (3)	mamm. (2)	Herd
parry stormtrooper dewback	Tatooine	14	–	imperial	Melee	rept. (360)	leath. (275)	mamm. (250)	–
peko peko	Naboo	14	–	self	Melee	avian (105)	wool. (40)	avian (30)	–
peko peko albatross	Naboo	81	B	peko peko giant	Melee	avian (400)	wool. (120)	avian (100)	Can't Slow|Assist (0)|Herd|Killer!
percussive rasp	Talus	40	–	rasp	Melee	avian (12)	–	avian (5)	Stalker
perlek	Lok	46	–	perlek	Melee	avian (250)	leath. (100)	avian (175)	Assist (8)|Stalker
perlek ravager	Lok	47	–	perlek	Ranged	avian (275)	leath. (115)	avian (190)	Assist (8)|Stalker|Killer
perlek scavenger	Lok	47	–	perlek	Ranged	avian (275)	leath. (115)	avian (185)	Assist (8)|Stalker
pharple	Lok	54	–	pharple	Melee	avian (18)	brist. (10)	avian (7)	Herd
pigmy pugoriss	Rori	34	–	pugoriss	Melee	carn. (300)	leath. (350)	mamm. (300)	Herd
piket	Dantooine	61	–	piket	Melee	–	–	–	Herd
piket longhorn	Dantooine	62	–	piket	Melee	–	–	–	Herd
piket longhorn female	Dantooine	63	–	piket	Melee	–	–	–	Herd
piket plains walker	Dantooine	67	–	piket	Melee	–	–	–	Herd
plague rat	Tatooine	11	–	womprat	Melee	wild (4)	leath. (3)	mamm. (2)	Assist (6)|Herd
plains blistmok	Mustafar	72	–	blistmok	Melee	rept. (20)	scale. (24)	–	Assist (24)|Killer
plains creeper	Mustafar	76	–	tanray	Melee	rept. (19)	scale. (26)	–	Assist (24)|Killer
plains hunter	Naboo	30	–	tusk cat	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
plains kubaza beetle	Mustafar	72	–	lava beetle	Melee	insect (15)	scale. (24)	–	Assist (24)
plains kubaza beetle queen	Mustafar	80	E	lava beetle	Melee	insect (19)	scale. (30)	–	Assist (24)
plains kubaza beetle soldier	Mustafar	77	E	lava beetle	Melee	insect (17)	scale. (28)	–	Assist (24)
plains kubaza beetle worker	Mustafar	73	–	lava beetle	Melee	insect (15)	scale. (25)	–	Assist (24)
plains stalker blistmok	Mustafar	76	E	blistmok	Melee	rept. (24)	scale. (30)	–	Assist (24)|Stalker|Killer
plains tanray	Mustafar	74	–	tanray	Melee	rept. (17)	scale. (24)	–	Assist (24)|Killer
plains terroraptor	Mustafar	80	E	blistmok	Melee	rept. (26)	scale. (36)	–	Assist (24)|Killer
plains xandank	Mustafar	73	–	xandank	Melee	insect (17)	scale. (27)	–	Assist (24)
plains xandank packleader	Mustafar	80	E	xandank	Melee	insect (22)	scale. (32)	–	Assist (24)|Killer
plains xandank prowler	Mustafar	77	–	xandank	Melee	insect (19)	scale. (31)	–	Assist (24)|Stalker
plains xandank stalker	Mustafar	75	–	xandank	Melee	insect (19)	scale. (28)	–	Assist (24)|Stalker
plodding falumpaset	Naboo	10	–	self	Spit	dom. (230)	leath. (130)	mamm. (80)	Herd
plumed rasp	Corellia	25	–	rasp	Melee	avian (3)	–	avian (2)	–
poisinous spined puc	Yavin 4	65	–	spinedpuc	Melee	rept. (7)	leath. (7)	–	Assist (12)
poisonous krevol queen	Rori	14	–	krevol	Ranged	insect (12)	–	–	Assist (6)|Herd|Killer
potbellied vrobal	Rori	40	–	vrobal	Melee	carn. (10)	leath. (15)	mamm. (10)	–
pouncing jax	Endor	60	–	jax	Melee	–	brist. (35)	mamm. (25)	–
praetorian	Mustafar	85	B	sherkar	Melee	insect (19)	scale. (33)	–	Assist (24)|Killer!
prowling gurreck	Endor	64	–	gurreck	Melee	–	–	–	Assist (12)|Stalker
pudgy nudfuh	Rori	36	–	nudfuh	Melee	herb. (900)	leath. (1000)	mamm. (900)	Herd
pug jumper	Kash. (Ka)	17	–	self	Melee	rept. (18)	leath. (21)	mamm. (23)	–
pugoriss	Rori	42	–	pugoriss	Melee	carn. (375)	leath. (425)	mamm. (375)	Herd
puny gackle bat	Yavin 4	64	–	gacklebat	Melee	carn. (2)	brist. (1)	mamm. (1)	Assist (12)
puny stintaril	Yavin 4	61	–	stinaril	Melee	carn. (2)	brist. (1)	mamm. (1)	–
puny tanc mite	Yavin 4	66	–	tancmite	Melee	insect (2)	–	–	Herd
purbole	Dathomir	62	–	purbole	Melee	carn. (12)	brist. (8)	mamm. (8)	Assist (12)|Stalker
purbole elder	Dathomir	63	–	purbole	Melee	carn. (15)	brist. (11)	mamm. (11)	Assist (12)|Stalker
purbole hunter	Dathomir	64	–	purbole	Melee	carn. (15)	brist. (10)	mamm. (10)	Assist (12)|Stalker|Killer
purbole scout	Dathomir	64	–	purbole	Melee	carn. (15)	brist. (10)	mamm. (10)	Assist (12)|Stalker
purbole stalker	Dathomir	64	–	purbole	Melee	carn. (15)	brist. (11)	mamm. (11)	Assist (12)|Stalker|Killer
purbole youth	Dathomir	64	–	purbole	Melee	carn. (12)	brist. (8)	mamm. (8)	Assist (12)|Stalker
puss-covered decay mite soldier	Talus	14	–	decay mite	Ranged	insect (10)	–	–	Assist (4)|Stalker|Herd
putrid borgle	Endor	63	–	borgle	Melee	–	leath. (5)	avian (5)	Assist (12)
putrid decay mite hatchling	Talus	4	–	decay mite	Melee	insect (4)	–	–	Herd
putrid decay mite hatchling	Talus	33	–	decay mite	Melee	insect (12)	–	–	Herd
pygmy torton protector	Rori	19	–	torton	Melee	carn. (600)	wool. (400)	mamm. (600)	Assist (6)|Herd|Killer
queen kubaza beetle	Mustafar	78	E	lava beetle	Melee	insect (19)	scale. (30)	–	Assist (24)
queen lava flea	Mustafar	76	E	lava flea	Melee	insect (20)	scale. (29)	–	Killer
queen merek harvester	Endor	64	–	merek	Melee	–	leath. (50)	–	Assist (12)|Herd
quenker	Dantooine	61	–	quenker	Melee	–	–	–	Assist (12)
quenker ravager	Dantooine	67	–	quenker	Melee	–	–	–	Assist (12)|Killer
quenker relic reaper	Dantooine	69	–	quenker	Melee	–	–	–	Assist (12)
rabid mott	Naboo	23	–	rabid	Melee	herb. (150)	leath. (85)	mamm. (50)	Assist (4)|Herd

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
rabid mutant kahmurra	Talus	40	–	kahmurra	Melee	herb. (50)	brist. (30)	mamm. (35)	Assist (6)|Killer
rabid narglatch	Naboo	26	–	narglatch	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
rabid narglatch matriarch	Naboo	27	–	narglatch	Melee	carn. (70)	brist. (40)	mamm. (40)	Assist (6)|Stalker|Killer
rabid shaupaut	Naboo	7	–	self	Melee	wild (4)	brist. (3)	mamm. (3)	Assist (6)|Stalker
rabid squall	Endor	71	–	self	Melee	–	brist. (12)	mamm. (8)	Assist (12)
radiant lantern bird	Endor	61	–	lantern	Melee	–	leath. (41)	avian (46)	Herd
rancid remmer warrior	Endor	56	–	remmer	Spit	–	–	–	Assist (12)
rancor	Tatooine	100	–	jabba (")	Melee	–	–	–	Can't Harm|Assist (24)|Stalker|Killer!
rancor	Dathomir	61	–	rancor	Melee	carn. (950)	leath. (877)	mamm. (777)	Assist (12)|Stalker|Killer!
rancor pygmy	Dathomir	50	–	rancor	Melee	carn. (950)	leath. (877)	mamm. (777)	Assist (12)|Stalker|Killer!
rancor youth	Dathomir	60	–	rancor	Melee	carn. (700)	leath. (753)	mamm. (653)	Assist (12)|Stalker
ravaging gackle bat	Yavin 4	67	–	gacklebat	Melee	carn. (5)	brist. (3)	mamm. (4)	Assist (12)
ravenous rasp	Talus	35	–	voracious rasp	Melee	avian (45)	–	avian (15)	Assist (6)|Stalker|Herd|Killer
ravenous roba stalker	Endor	62	–	roba	Melee	–	–	–	Assist (12)|Stalker
ravenous torton	Rori	60	–	torton	Melee	carn. (1300)	wool. (1150)	mamm. (1300)	Assist (10)|Herd
razor cat	Corellia	38	–	razor cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
razor cat cub	Corellia	37	–	razor cat	Melee	carn. (25)	brist. (14)	mamm. (12)	–
razor cat eviscerator	Corellia	23	–	razor cat	Melee	carn. (65)	brist. (35)	mamm. (30)	Assist (10)|Herd|Killer
razorback felspur	Tatooine	24	–	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	–
Razorclaw	Tatooine	23	E	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	–
reclusive cavern spider	Dathomir	80	E	spider nightsister (")	Ranged	insect (41)	–	–	Assist (12)|Stalker|Killer
reclusive cavern spider queen	Dathomir	82	E	spider nightsister (")	Melee	insect (45)	–	–	Can't Slow|Assist (12)|Stalker|Killer
reclusive gurk king	Lok	39	–	gurk	Melee	–	leath. (275)	mamm. (300)	Assist (8)|Herd|Killer
reclusive roba	Endor	62	–	self	Melee	–	–	–	–
reclusive shear mite	Dathomir	70	–	shearmite	Ranged	insect (15)	scale. (12)	–	Assist (12)|Stalker
relentless purbole	Dathomir	65	–	purbole	Melee	carn. (12)	brist. (8)	mamm. (8)	Assist (12)|Stalker
remmer carrion keeper	Endor	55	–	remmer	Spit	–	–	–	Assist (12)
remmer dune scavenger	Endor	64	–	remmer	Spit	–	–	–	Assist (12)
reptilian flier	Dathomir	65	–	reptilian flier	Melee	avian (125)	leath. (80)	avian (75)	Assist (12)
reptilian life stealer	Dathomir	70	–	reptilian flier	Melee	avian (135)	leath. (90)	avian (85)	Assist (12)|Killer!
repugnant dung mite crawler	Talus	4	–	decay mite	Melee	insect (9)	scale. (6)	–	Assist (4)|Herd
rhoa kwi	Dathomir	64	–	kwi rhoa	Ranged	carn. (120)	leath. (86)	mamm. (76)	Assist (12)|Stalker|Killer
rhoa kwi guardian	Dathomir	65	–	kwi rhoa	Ranged	carn. (120)	leath. (86)	mamm. (76)	Assist (12)|Stalker|Killer
rhoa kwi hunter	Dathomir	64	–	kwi rhoa	Melee	carn. (120)	leath. (86)	mamm. (76)	Assist (12)|Stalker|Killer
rhoa kwi pack leader	Dathomir	65	–	kwi rhoa	Melee	carn. (120)	leath. (86)	mamm. (76)	Assist (12)|Stalker|Killer
rill	Tatooine	2	–	rill	Melee	carn. (35)	brist. (20)	mamm. (15)	–
riverside sulfur mynok	Lok	39	–	mynock	Melee	herb. (60)	leath. (78)	mamm. (30)	Assist (8)|Killer
roaming bordok stud	Endor	62	–	bordok	Melee	–	–	–	–
roaming desert borgle	Endor	63	–	borgle	Melee	–	leath. (5)	avian (5)	Assist (12)
roba	Endor	62	–	roba	Melee	–	–	–	–
roba boar	Endor	62	–	roba	Melee	–	–	–	–
roba pack leader	Endor	62	–	roba	Melee	–	–	–	–
roba runt	Endor	62	–	roba	Melee	–	–	–	–
rock beetle	Tatooine	18	–	rock beetle	Ranged	insect (8)	scale. (10)	–	Assist (6)|Herd
rock beetle	Tatooine	19	–	rock beetle	Ranged	insect (6)	scale. (8)	–	Assist (4)
rock beetle cave	Tatooine	19	–	rock beetle	Ranged	insect (9)	scale. (10)	–	Assist (6)
rockmite	Tatooine	8	–	rockmite	Melee	insect (3)	scale. (4)	–	Herd
rogue bageraset	Corellia	27	–	self	Melee	herb. (230)	leath. (130)	mamm. (80)	Assist (10)|Killer
rogue bantha	all	14	–	bantha	Melee	herb. (400)	wool. (300)	mamm. (200)	–
rogue falumpaset	Naboo	14	–	self	Spit	herb. (190)	leath. (110)	mamm. (80)	Assist (6)
rogue fambaa	Naboo	22	–	self	Melee	rept. (1075)	leath. (700)	mamm. (675)	Assist (10)
ronto	Tatooine	17	–	ronto	Melee	herb. (450)	leath. (300)	mamm. (180)	Herd
ro-roo	Kash. (Ka)	18	–	self	Melee	herb. (18)	brist. (21)	mamm. (23)	–
rot mite	Talus	39	–	decay mite	Melee	insect (3)	scale. (2)	–	Herd
Rotclaw	Kash. (RT)	56	B	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
rotten gut remmer king	Endor	60	–	remmer	Melee	–	–	–	Assist (12)|Killer!
rotting decay mite guard	Corellia	13	–	decay mite	Melee	insect (9)	–	–	Assist (6)|Herd|Killer
runted Rill	Tatooine	1	–	rill	Melee	carn. (3)	brist. (3)	mamm. (1)	Killer
runty pharple	Lok	53	–	pharple	Melee	avian (15)	brist. (7)	avian (5)	Herd

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
salt mynock	Lok	39	–	mynock	Melee	herb. (50)	leath. (70)	mamm. (20)	Assist (8)
sand beetle	Tatooine	23	–	giant sand beetle	Melee	insect (6)	scale. (8)	–	Assist (10)|Killer
sandreaver	Tatooine	18	–	dewback	Melee	rept. (340)	leath. (260)	mamm. (185)	Assist (10)|Stalker
sandy spined snake	Lok	47	–	spinesnake	Ranged	rept. (8)	leath. (3)	–	Assist (8)|Killer
sanguin bloodseeker hierarch	Endor	59	–	bloodseeker	Melee	–	–	–	Assist (12)|Killer
sap-covered forest mite queen	Rori	19	–	bark mite	Ranged	insect (15)	–	–	Herd
sathog	Kash. (Ka)	20	–	self	Melee	carn. (18)	brist. (21)	mamm. (23)	Assist (24)
savage flewt queen	Naboo	5	–	flewt	Melee	avian (6)	leath. (6)	avian (6)	Assist (6)|Herd
savage guf drolg	Talus	43	–	guf drolg	Melee	rept. (550)	leath. (460)	mamm. (320)	Assist (6)
savage humbaba	Corellia	39	–	self	Ranged	dom. (265)	leath. (168)	mamm. (118)	Assist (10)|Herd
savage huurton	Dantooine	52	E	warren huurton (")	Melee	wild (35)	–	mamm. (35)	Assist (12)|Killer
savage pugoriss	Rori	43	–	pugoriss	Melee	carn. (350)	leath. (400)	mamm. (350)	Assist (6)
savage quenker	Dantooine	63	–	quenker	Ranged	–	–	–	Assist (12)
Savage Zucca Boar	Tatooine	8	E	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	–
Sawtooth	Kashyyyk	60	E	uller	Melee	carn. (1020)	leath. (900)	mamm. (850)	–
scavenger rat	Corellia	26	–	self	Melee	wild (4)	leath. (3)	mamm. (2)	–
scorched krevol	Rori	34	–	krevol	Melee	insect (10)	scale. (10)	–	–
Scorching Terror	Mustafar	84	E	lava beetle	Melee	insect (20)	scale. (33)	–	Can't Slow|Assist (24)|Killer
scorpion kliknik	Yavin 4	80	E	kliknik	Melee	–	–	–	Assist (12)|Killer
Scratch	Kash. (RT)	82	E	minstyngar elite	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Killer
screaming kai tok	Rori	47	–	kai tok	Ranged	carn. (25)	leath. (41)	avian (46)	–
scyk	Tatooine	11	–	scyk	Melee	carn. (40)	brist. (25)	mamm. (18)	Assist (10)|Stalker
seething bol crusher	Dantooine	70	–	bol	Melee	–	leath. (300)	mamm. (180)	Herd
Selindrolich	Kash. (SC)	82	B	blackscale	Melee	carn. (18)	leath. (21)	horn (23)	Assist (24)|Killer
sentry hermit spider	Naboo	5	–	hermit spider	Melee	insect (9)	–	–	Assist (6)|Stalker|Herd|Killer
Sepulcher Blightbane	Gamma	6	–	emergence creature	Melee	wild (10)	leath. (25)	–	Assist (5)
Sepulcher Quietus	Gamma	7	–	emergence creature	Melee	wild (10)	leath. (25)	–	Assist (5)
Sepulcher Venomstriker	Gamma	5	–	emergence creature	Melee	wild (15)	leath. (20)	–	Assist (5)
sevorrt	Tatooine	5	–	sevorrt	Melee	rept. (10)	leath. (10)	mamm. (4)	–
sewer worrt	Tatooine	5	–	minor worrt	Melee	rept. (3)	leath. (3)	mamm. (1)	Herd
shadevale stalker	Kash. (DF)	37	–	forest snake	Melee	rept. (18)	scale. (21)	–	Assist (24)|Stalker|Killer
shadevale venomsting	Kash. (DF)	37	–	forest snake	Melee	carn. (18)	scale. (21)	–	Assist (24)|Stalker|Killer
shaggy Gurk youth	Lok	38	–	gurk	Melee	–	leath. (275)	mamm. (300)	Herd
shallow torton	Rori	47	–	torton	Melee	carn. (650)	wool. (575)	mamm. (650)	Herd
sharnaff	Corellia	35	–	sharnaff	Melee	carn. (450)	scale. (300)	mamm. (180)	–
sharnaff bull	Corellia	36	–	sharnaff	Melee	carn. (482)	scale. (335)	mamm. (200)	–
sharnaff reckless ravager	Corellia	21	–	sharnaff	Melee	carn. (450)	scale. (300)	mamm. (180)	Killer
sharptooth langlatch	Lok	43	–	langlatch	Melee	carn. (16)	wool. (16)	mamm. (16)	Assist (8)|Stalker|Herd
shaupaut	Naboo	13	–	shaupaut	Melee	carn. (6)	brist. (4)	mamm. (4)	Stalker
shaupaut hunter	Naboo	21	–	shaupaut	Melee	carn. (10)	brist. (6)	mamm. (6)	Assist (6)|Stalker
shaupaut hunter elder	Naboo	29	–	shaupaut	Melee	carn. (10)	brist. (6)	mamm. (6)	Assist (12)|Stalker
shear mite	Dathomir	70	–	shearmite	Melee	insect (15)	scale. (12)	–	Assist (12)|Stalker
shear mite broodling	Dathomir	69	–	shearmite	Melee	insect (15)	scale. (3)	–	Stalker
shear mite hunter	Dathomir	71	–	shearmite	Melee	insect (15)	scale. (12)	–	Assist (12)|Stalker|Killer
shear mite queen	Dathomir	72	–	shearmite	Ranged	insect (15)	scale. (12)	–	Assist (12)|Stalker
shear mite soldier	Dathomir	70	–	shearmite	Ranged	insect (15)	scale. (12)	–	Assist (12)|Stalker
Sher Kar	Mustafar	90	B	sherkar	Melee	insect (60)	scale. (85)	–	Can't Slow|Assist (24)|Killer!
shimmering lantern bird	Endor	61	–	lantern	Melee	–	leath. (41)	avian (46)	Herd
sick narglatch	Naboo	25	–	rabid	Melee	carn. (100)	brist. (35)	mamm. (35)	Assist (2)|Herd
sickle rasp	Rori	34	–	rasp	Melee	avian (15)	–	avian (5)	Herd
sickly decay mite queen	Talus	19	–	decay mite	Ranged	insect (15)	–	–	Assist (4)|Herd
Sickly Womprat	Tatooine	1	–	womprat	Melee	wild (2)	leath. (2)	mamm. (1)	Herd
Silkthrower	Kash. (Et)	49	B	webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)
Singing Mtn. clan rancor	Dathomir	81	E	mountain clan (")	Melee	carn. (620)	leath. (510)	mamm. (480)	Assist (12)|Stalker
skreeg adolescent	Yavin 4	59	–	skreeg	Melee	herb. (17)	brist. (9)	mamm. (7)	–
skreeg female	Yavin 4	65	–	skreeg	Melee	herb. (5)	brist. (9)	mamm. (7)	Assist (12)
skreeg gatherer	Yavin 4	66	–	skreeg	Melee	herb. (18)	brist. (9)	mamm. (7)	–
skreeg hunter	Yavin 4	66	–	skreeg	Melee	herb. (5)	brist. (9)	mamm. (7)	Assist (12)|Killer
skreeg infant	Yavin 4	59	–	skreeg	Melee	herb. (15)	brist. (9)	mamm. (7)	–
skreeg male	Yavin 4	66	–	skreeg	Melee	herb. (5)	brist. (9)	mamm. (7)	Assist (12)
skreeg scout	Yavin 4	65	–	skreeg	Melee	herb. (5)	brist. (9)	mamm. (7)	Assist (12)
skreeg warrior	Yavin 4	61	–	skreeg	Melee	herb. (7)	brist. (9)	mamm. (7)	Assist (12)
skreeg warrior elite	Yavin 4	67	–	skreeg	Melee	herb. (5)	brist. (9)	mamm. (7)	Assist (12)
slice hound	Dantooine	51	–	self	Melee	carn. (65)	brist. (35)	mamm. (30)	Can't Harm|Herd

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
slice hound	Corellia	28	–	slice hound	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
slinking voritor hunter	Dantooine	78	–	voritor lizard	Melee	carn. (90)	leath. (65)	avian (50)	Assist (12)|Stalker|Killer
sludge panther	Talus	44	–	sludge panther	Melee	carn. (24)	leath. (30)	mamm. (31)	Assist (6)|Stalker|Killer
sludgepanther	Dantooine	51	–	self	Melee	carn. (24)	leath. (30)	mamm. (31)	Can't Harm|Killer
slum rat	Tatooine	5	–	womprat	Melee	wild (7)	leath. (7)	mamm. (3)	Herd
smoking forest blistmok	Mustafar	69	–	blistmok	Melee	rept. (18)	scale. (23)	–	Assist (24)|Killer
smoking forest bl. raptor	Mustafar	72	–	blistmok	Melee	rept. (20)	scale. (24)	–	Assist (24)|Killer
smoking forest bl. stalker	Mustafar	74	E	blistmok	Melee	rept. (21)	scale. (27)	–	Assist (24)|Stalker|Killer
smoking forest terroraptor	Mustafar	78	E	blistmok	Melee	rept. (24)	scale. (30)	–	Assist (24)|Killer
Smoldering Lava Flea	Mustafar	80	B	lava flea	Melee	insect (19)	scale. (24)	–	Can't Slow|Assist (24)|Killer!
SnarlFang	Tatooine	17	E	bocatt	Ranged	rept. (100)	leath. (60)	mamm. (35)	Assist (8)|Stalker
snorbal	Lok	35	–	snorbal	Melee	herb. (545)	leath. (440)	mamm. (400)	Herd
snorbal matriarch	Lok	35	–	snorbal	Melee	herb. (600)	leath. (475)	mamm. (435)	Herd
som burning plains bl. raptor	Mustafar	74	–	blistmok	Melee	rept. (21)	scale. (27)	–	Assist (24)|Killer
som crystal flats bl. terroraptor	Mustafar	75	E	blistmok	Melee	rept. (20)	scale. (26)	–	Assist (24)|Killer
som kenobi blistmok	Mustafar	75	–	blistmok	Melee	rept. (18)	scale. (21)	–	Assist (24)
som lava flea preorder	Mustafar	10	–	lava flea	Melee	insect (1)	scale. (2)	–	–
song rasp	Talus	37	–	rasp	Melee	avian (10)	–	avian (3)	–
spiked krevol	Naboo	3	–	krevol horned	Melee	rept. (25)	scale. (15)	mamm. (7)	–
spiked slasher	Dantooine	70	–	voritor lizard	Melee	carn. (65)	leath. (40)	avian (50)	Assist (12)|Killer
spiketail blurrg	Endor	80	E	bioengineer	Melee	–	–	–	Assist (12)|Killer
Spiketop	Kash. (Et)	46	B	uller	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
spined puc	Yavin 4	69	–	spinedpuc	Melee	rept. (6)	leath. (6)	–	Assist (12)
spined snake	Lok	48	–	spinesnake	Ranged	rept. (11)	leath. (5)	–	Assist (8)|Killer
spined snake recluse	Lok	46	–	self	Ranged	rept. (11)	leath. (5)	–	Assist (8)
spineflap gatherer	Naboo	34	–	capper spineflap	Melee	–	scale. (5)	avian (3)	–
spineflap guard	Naboo	41	–	capper spineflap	Ranged	–	scale. (5)	avian (3)	Stalker
spineflap handmaiden	Naboo	41	–	capper spineflap	Ranged	–	scale. (5)	avian (3)	–
spineflap queen	Naboo	42	–	capper spineflap	Melee	–	scale. (5)	avian (3)	Assist (8)
spineflap soldier	Naboo	41	–	capper spineflap	Ranged	–	scale. (5)	avian (3)	Assist (8)
spitting rawl	Naboo	22	–	self	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
Sprywing	Naboo (Q)	27	E	capper spineflap	Melee	–	scale. (50)	avian (40)	Assist (6)|Herd
squall	Endor	70	–	squall	Melee	–	brist. (12)	mamm. (8)	Herd
squill	Tatooine	12	–	squill	Melee	carn. (6)	leath. (6)	mamm. (5)	Stalker
starving flewt	Naboo	27	–	self	Melee	avian (30)	leath. (25)	avian (25)	Assist (6)|Herd
starving lava flea	Mustafar	85	–	orf flea	Melee	insect (20)	scale. (33)	–	Assist (24)|Killer
Steel Claw	Kash. (DF)	36		Eforest mouf (sayormi)	Melee	wild (90)	wool. (60)	mamm. (50)	–
stintaril	Yavin 4	60	–	stinaril	Melee	carn. (5)	brist. (3)	mamm. (2)	–
stintaril fleshripper	Yavin 4	58	–	stinaril	Melee	carn. (5)	brist. (3)	mamm. (2)	Assist (12)
stintaril prowler	Yavin 4	61	–	stinaril	Ranged	carn. (9)	brist. (7)	mamm. (6)	Assist (12)|Killer!
stintaril ravager	Yavin 4	62	–	stinaril	Melee	carn. (7)	brist. (5)	mamm. (4)	–
stintaril scavenger	Yavin 4	64	–	stinaril	Melee	carn. (5)	brist. (3)	mamm. (2)	–
Stoneleg	Kash. (Et)	50	B	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
stoneskin hanadak	Endor	60	–	hanadak	Melee	carn. (40)	brist. (40)	mamm. (40)	Assist (12)|Killer!
stoneskin walluga	Kash. (Ka)	27	–	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
Stormtrooper dewback	Tatooine	14	–	imperial (")	Melee	rept. (360)	leath. (275)	mamm. (250)	–
stout ikopi buck	Naboo	5	–	ikopi	Melee	wild (70)	brist. (60)	mamm. (45)	Herd
strong rabid mott	Naboo	24	–	rabid	Melee	herb. (150)	leath. (85)	mamm. (50)	Assist (4)|Herd
stunted huf dun	Talus	36	–	huf dun	Melee	herb. (775)	leath. (800)	mamm. (775)	Herd
stunted woolamander	Yavin 4	74	–	woolamander	Melee	–	wool. (20)	mamm. (20)	Assist (12)
sulfur pool mynock	Lok	39	–	mynock	Melee	herb. (57)	leath. (75)	mamm. (27)	Assist (8)
sunstained dune lizard	Tatooine	19	–	dune lizard	Melee	carn. (85)	brist. (50)	mamm. (35)	Assist (10)|Stalker|Herd|Killer
surefoot brackaset	Dathomir	65	–	brackaset	Melee	wild (100)	leath. (91)	mamm. (81)	Herd
swamp gurrcat	Corellia	26	–	self	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
swamp humbaba	Corellia	35	–	self	Melee	dom. (250)	leath. (150)	mamm. (105)	Herd
swamp stalker	Naboo	30	–	swamp tusk cat	Melee	carn. (65)	brist. (35)	mamm. (35)	Assist (6)|Stalker|Killer
swarming kliknik	Yavin 4	73	–	kliknik	Ranged	carn. (5)	scale. (4)	–	Assist (12)
swarming lesser dewback	Tatooine	12	–	self	Melee	rept. (175)	leath. (125)	mamm. (100)	Assist (10)|Stalker|Herd
swift charging bol	Dantooine	39	–	bol	Melee	–	leath. (300)	mamm. (180)	Herd

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
swirl prong	Endor	60	–	swirl prong	Melee	–	–	–	–
swirl prong impaler	Endor	71	–	swirl prong	Melee	–	–	–	–
swirl prong pack leader	Endor	36	–	swirl prong	Melee	–	–	–	Herd
symbiot	Mustafar	85	B	sherkar	Melee	insect (19)	scale. (33)	–	Assist (24)|Killer!
tabage	Corellia	26	–	tabage	Melee	carn. (18)	brist. (24)	mamm. (7)	Assist (10)
tabage protector	Corellia	12	–	tabage	Melee	carn. (14)	leath. (14)	mamm. (14)	Assist (10)|Herd
tabage scavenger	Corellia	12	–	tabage	Melee	carn. (13)	leath. (13)	mamm. (13)	Assist (10)|Stalker|Herd
Tame Rill	Tatooine	1	–	rill	Melee	carn. (3)	brist. (3)	mamm. (1)	–
tame Womprat	Tatooine	2	–	womprat	Melee	wild (2)	leath. (2)	mamm. (1)	Herd
tame Worrt	Tatooine	5	–	worrt	Melee	rept. (5)	leath. (5)	mamm. (2)	–
tamed gurrcat	all	4	–	rebel (")	Melee	carn. (65)	brist. (35)	mamm. (30)	Stalker
tamed huurton	all	10	–	rebel (")	Melee	–	–	–	Herd
tamed razor cat	all	10	–	rebel (")	Melee	carn. (65)	brist. (35)	mamm. (30)	Stalker
tamed slice hound	all	4	–	rebel (")	Melee	carn. (65)	brist. (35)	mamm. (30)	–
tanc mite	Yavin 4	67	–	tancmite	Melee	insect (4)	–	–	Herd
tanc mite warrior	Yavin 4	71	–	tancmite	Spit	insect (3)	–	–	Assist (12)|Herd
tanray fleshripper	Mustafar	78	E	tanray	Melee	rept. (20)	scale. (28)	–	Assist (24)|Stalker|Killer
Tatooine mynock	Tatooine	2	–	self	Melee	herb. (50)	leath. (70)	mamm. (20)	–
tattered torton	Rori	46	–	torton	Melee	carn. (1200)	wool. (1100)	mamm. (1200)	Herd
tempest rill	Tatooine	8	–	rill	Melee	carn. (35)	brist. (20)	mamm. (15)	–
terrible quenker	Dantooine	63	–	quenker	Ranged	–	–	–	Assist (12)
the kubaza beetle foreman	Mustafar	80	B	link beetle	Melee	insect (16)	scale. (24)	–	Can't Slow|Assist (6)|Killer!
the Sepulcher Malevolence	Gamma	8	E	emergence creature	Melee	wild (40)	leath. (40)	–	Assist (5)
The Xandank Packleader	Mustafar	79	E	xandank	Melee	insect (19)	scale. (31)	–	Assist (24)|Stalker|Killer
thune	Dantooine	68	–	thune	Melee	herb. (115)	wool. (125)	–	Herd
thune grassland guardian	Dantooine	72	–	thune	Melee	herb. (135)	wool. (150)	–	Assist (12)
thune herd leader	Dantooine	71	–	thune	Melee	herb. (135)	wool. (150)	–	Herd|Killer
timid vir vur	Rori	34	–	vir vur	Melee	avian (6)	–	mamm. (1)	–
tormented bocatt	Tatooine	18	–	bocatt	Ranged	rept. (100)	leath. (60)	mamm. (35)	Assist (10)|Stalker
torton	Rori	53	–	torton	Melee	carn. (1300)	wool. (1150)	mamm. (1300)	Herd
torton pygmy matriarch	Rori	25	–	torton	Melee	carn. (700)	wool. (500)	mamm. (700)	Assist (6)|Herd|Killer
tortur	Talus	47	–	tortur	Melee	carn. (1300)	leath. (1150)	mamm. (1300)	Herd
tortur bull	Talus	50	–	tortur	Melee	carn. (1300)	leath. (1151)	mamm. (1301)	Herd
toxic merek battlelord	Endor	64	–	merek	Ranged	–	leath. (45)	–	Assist (12)|Stalker|Herd|Killer
toxic slasher	Rori	14	–	vir vur	Melee	avian (10)	–	mamm. (2)	Assist (4)|Herd
trained blistmok	Mustafar	80	–	storm lord	Melee	rept. (24)	scale. (28)	–	Assist (24)|Killer
trained narglatch	Naboo (Q)	23	–	profcomm	Melee	carn. (75)	brist. (45)	mamm. (40)	Assist (4)|Stalker
Tremorfoot	Mustafar	89	B	tulrus	Melee	wild (28)	leath. (35)	–	Can't Slow|Assist (24)|Killer!
tulrus	Mustafar	70	–	tulrus	Melee	insect (23)	scale. (18)	–	–
tulrus	Mustafar	76	–	tulrus	Melee	wild (30)	leath. (24)	–	Assist (24)
tulrus	Mustafar	78	–	tulrus	Melee	wild (22)	leath. (19)	–	Assist (24)
tulrus bull	Mustafar	81	–	tulrus	Melee	wild (37)	leath. (27)	–	Assist (24)|Killer
tulrus bull	Mustafar	81	–	tulrus	Melee	wild (30)	leath. (22)	–	Assist (24)|Killer
tulrus matriarch	Mustafar	78	–	tulrus	Melee	wild (33)	leath. (26)	–	Assist (24)
tulrus matriarch	Mustafar	80	–	tulrus	Melee	wild (28)	leath. (20)	–	Assist (24)
tusk cat	Dantooine	51	–	self	Melee	carn. (75)	brist. (45)	mamm. (40)	Can't Harm|Killer
Tusken bantha	Tatooine	30	–	tusken raider (")	Melee	herb. (475)	wool. (350)	mamm. (375)	–
twilight vir vur	Rori	42	–	vir vur	Melee	avian (6)	–	mamm. (1)	Stalker
twisted dewback	Tatooine	11	–	twisted	Melee	rept. (175)	leath. (125)	mamm. (100)	Assist (6)
twisted rill	Tatooine	11	–	twisted	Melee	carn. (35)	brist. (20)	mamm. (15)	Assist (6)|Herd
twisted womprat	Tatooine	11	–	twisted	Melee	wild (4)	leath. (3)	mamm. (2)	Assist (6)|Herd
tybis	Yavin 4	73	–	tybis	Melee	herb. (275)	brist. (200)	mamm. (125)	Herd
tybis youth	Yavin 4	77	–	tybis	Melee	herb. (200)	brist. (150)	mamm. (100)	Herd
uller	Kashyyyk	25	–	uller	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
uller	Kash. (Et)	44	–	uller	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
uller hellstalker	Arena	62	E	arena challenge	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)|Stalker
uller packleader	Kash. (Ka)	27	–	uller	Melee	herb. (18)	wool. (21)	horn (23)	–
uller stoneclaw	Kash. (Ka)	27	E	uller	Melee	herb. (18)	wool. (21)	horn (23)	–
uller warhoof	Kash. (Et)	47	E	uller	Melee	herb. (18)	wool. (21)	horn (23)	Assist (24)
Unknown Arachnoid	Mustafar	68	–	langlatch	Melee	carn. (4)	scale. (8)	mamm. (10)	Assist (24)|Stalker|Herd|Killer
Ura Jen	Mustafar	80	E	blistmok	Melee	rept. (1)	scale. (2)	–	Assist (24)|Killer
Ura Jen	Mustafar	80	E	blistmok	Melee	rept. (32)	scale. (40)	–	Assist (24)|Killer
urnsor'is caretaker	Kash. (My)	75	E	myyydril urn	Melee	carn. (30)	–	–	Assist (24)
urnsor'is eviscerater	Kash. (My)	77	E	myyydril urn	Melee	carn. (80)	–	–	Assist (24)

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CREATURES (CONTINUED)

Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
urnsor'is guardian	Kash. (My)	80	E	myyydril urn	Melee	carn. (90)	–	–	Assist (24)
urnsor'is handmaiden	Kash. (My)	79	E	myyydril urn	Melee	carn. (100)	–	–	Assist (24)
urnsor'is soldier	Kash. (My)	76	E	myyydril urn	Melee	carn. (50)	–	–	Assist (24)
urnsor'is thrasher	Kash. (My)	78	E	myyydril urn	Melee	carn. (80)	–	–	Assist (24)
urnsor'is worker	Kash. (My)	78	E	myyydril urn	Melee	carn. (50)	–	–	Assist (24)
uwari beetle	Kash. (My)	34	–	myyydril beetle	Melee	insect (15)	scale. (15)	–	Assist (24)
Valley Scyk	Tansarri	1	–	greenhouse lizard	Melee	wild (15)	leath. (15)	mamm. (15)	Assist (5)
Valley Scyk Ancient	all	5	–	greenhouse lizard	Melee	wild (15)	leath. (15)	mamm. (15)	Assist (5)
Valley Scyk Breeder	all	3	–	greenhouse lizard	Melee	wild (15)	leath. (15)	mamm. (15)	Assist (5)
vampiric gackle bat	Yavin 4	63	–	gacklebat	Melee	carn. (4)	brist. (2)	mamm. (3)	Assist (12)
varactyl	Kash. (Ka)	26	–	kachirho varactyl	Melee	avian (18)	scale. (21)	avian (23)	Assist (24)
varactyl	Kashyyyk	65	–	kachirho varactyl	Melee	avian (18)	scale. (21)	avian (23)	–
varactyl mount	all	10	–	self	Melee	avian (18)	scale. (21)	avian (23)	–
varactyl preystalker	Kash. (Ka)	30	–	kachirho varactyl	Melee	avian (18)	scale. (21)	avian (23)	Assist (24)
varactyl venomblade	Arena	64	E	arena challenge	Melee	avian (18)	scale. (21)	avian (23)	Assist (24)|Stalker
variegated womp rat	Tatooine	12	–	self	Melee	wild (3)	leath. (3)	mamm. (2)	Assist (6)|Herd
vatactyl	Kashyyyk	25	–	self	Melee	avian (18)	scale. (21)	avian (23)	Assist (24)
veermok	Naboo	18,26	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	–
veermok	Naboo	19	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)
veermok cannibal	Naboo	19	–	self	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)|Stalker
veermok guard	Naboo	19	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)
veermok guard	Naboo	18,27	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	–
veermok hunter	Naboo	19	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Stalker|Killer
veermok pygmy	Naboo	20	–	veermok	Melee	carn. (250)	brist. (200)	mamm. (80)	Assist (6)
veermok ravager	Naboo	18	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)|Killer
veermok ravager	Naboo	28	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (12)|Killer
veermok scavenger	Naboo	18	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)
veermok scavenger	Naboo	25	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (12)
veermok scout	Naboo	19	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)|Stalker
veermok scout	Naboo	18,26	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Stalker
veermok sentry	Naboo	19	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)
veermok sentry	Naboo	18,27	–	veermok	Melee	carn. (150)	brist. (150)	mamm. (60)	–
vehement warrior	Corellia	5	–	durni	Melee	herb. (5)	wool. (3)	mamm. (2)	–
veneral devourer	Rori	19	–	pugoriss	Melee	carn. (35)	leath. (40)	mamm. (45)	Assist (6)|Herd
venom-filled arachne	Endor	64	–	arachne	Ranged	–	–	–	Assist (12)|Killer!
verne	Dathomir	60	–	verne	Melee	herb. (125)	leath. (90)	mamm. (80)	Herd
verne bull	Dathomir	61	–	verne	Melee	wild (110)	leath. (95)	mamm. (85)	Assist (12)|Herd
verne calf	Dathomir	60	–	verne	Melee	wild (18)	leath. (15)	mamm. (12)	Herd
vesp	Lok	43	–	vesp	Melee	rept. (10)	leath. (5)	–	Assist (8)
vesp hunter	Lok	46	–	vesp	Ranged	rept. (10)	leath. (5)	–	Assist (8)
vesp scavenger	Lok	44	–	vesp	Ranged	rept. (9)	leath. (3)	–	Assist (8)
vexed voritor lizard	Dantooine	73	–	voritor lizard	Melee	carn. (50)	leath. (50)	avian (50)	Assist (12)
vibrant mouf	Kash. (Et)	45	–	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
vicious huf dun	Talus	46	–	huf dun	Melee	herb. (850)	leath. (900)	mamm. (850)	Assist (6)|Killer
vicious mouf	Kash. (Et)	44	–	mouf	Melee	wild (18)	wool. (21)	mamm. (23)	Assist (24)
vicious Rill	Tatooine	3	–	rill	Melee	carn. (35)	brist. (20)	mamm. (15)	Killer
vicious slice hound	Corellia	7	–	slice hound	Melee	carn. (65)	brist. (35)	mamm. (30)	Herd
vicious squall	Rori	40	–	squall	Melee	herb. (12)	brist. (17)	mamm. (12)	Assist (8)|Herd
vine rawl	Naboo	18	–	self	Melee	rept. (40)	scale. (30)	mamm. (15)	Killer
violent krahbu	Corellia	25	–	self	Melee	herb. (225)	brist. (135)	mamm. (135)	Assist (10)
vir vur	Rori	37	–	vir vur	Melee	avian (10)	–	mamm. (4)	Stalker|Herd
volatile scyk	Tatooine	12	–	scyk	Melee	carn. (40)	brist. (25)	mamm. (18)	Assist (10)|Stalker
voracious patriarch	Rori	36	–	torton	Melee	carn. (1300)	wool. (1150)	mamm. (1300)	Assist (6)|Herd
voracious rasp	Talus	45	–	voracious rasp	Melee	avian (60)	–	avian (25)	Assist (6)|Stalker|Herd|Killer
voritor dasher	Dantooine	72	–	voritor lizard	Ranged	carn. (40)	leath. (30)	avian (35)	Assist (12)
voritor lizard	Dantooine	71	–	voritor lizard	Ranged	carn. (35)	leath. (25)	avian (30)	Assist (12)
vrelt	Corellia	23	–	vrelt	Melee	wild (4)	leath. (3)	mamm. (2)	–
vrelt mother	Corellia	6	–	vrelt	Ranged	carn. (13)	brist. (13)	mamm. (13)	Herd
vrobal	Rori	43	–	vrobal	Melee	carn. (13)	leath. (18)	mamm. (13)	–

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Creature	Where	Lv	Df	Soc. Gp. (Fac)	Primary	Meat	Hide	Bone	Notes
vrobal bull	Rori	48	–	vrobal	Melee	carn. (15)	leath. (22)	mamm. (16)	–
vrobal sow	Rori	47	–	vrobal	Melee	carn. (13)	leath. (20)	mamm. (15)	–
vrobalet	Rori	34	–	vrobal	Melee	carn. (10)	leath. (17)	mamm. (11)	–
vynock	Corellia	28	–	self	Melee	herb. (50)	leath. (70)	mamm. (20)	–
walluga	Kashyyyk	27	–	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (12)|Stalker
walluga	Kash. (Et)	44	–	walluga	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
walluga skullsmasher	Kash. (RT)	54	–	walluga smasher	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
walluga skullsmasher vet.	Kash. (RT)	54	E	walluga smasher	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
Wallugget	Kash. (RT)	54	B	walluga smasher	Melee	herb. (18)	brist. (21)	mamm. (23)	Assist (24)
war gronda	Corellia	38	–	gronda	Melee	carn. (390)	leath. (300)	mamm. (240)	Assist (10)|Herd|Killer
warren thune	Dantooine	51	–	self	Melee	herb. (115)	wool. (125)	–	Can't Harm|Herd
wasteland cu pa	Tatooine	20	–	cu pa	Spit	rept. (215)	brist. (100)	mamm. (115)	Herd
webweaver	Kashyyyk	25	–	webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)
webweaver	Kash. (Et)	47	–	webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)
webweaver bloodseeker	Kash. (DF)	37	–	forest webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)|Stalker
webweaver bonerender	Arena	60	E	arena challenge	Melee	insect (18)	brist. (21)	–	Assist (24)|Stalker
webweaver dark stalker	Kash. (RT)	77	E	webweaver	Melee	herb. (18)	brist. (21)	–	Assist (24)|Stalker
webweaver gravespinner	Kash. (DF)	37	–	forest webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)|Stalker
webweaver spiker	Kash. (Et)	48	E	webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)
webweaver tombsinger	Kash. (DF)	38	–	forest webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)|Stalker
webweaver trail phantom	Kash. (RT)	79	E	webweaver	Melee	herb. (18)	brist. (21)	–	Assist (24)|Stalker
webweaver warrior	Kash. (Et)	49	–	webweaver	Melee	insect (18)	brist. (21)	–	Assist (24)
webw. shadow ravager	Kash. (RT)	78	E	webweaver	Melee	herb. (18)	brist. (21)	–	Assist (24)|Stalker
whisper bird female	Yavin 4	60	–	whisperbird	Melee	avian (65)	–	avian (40)	Herd
whisper bird hatchling	Yavin 4	60	–	whisperbird	Melee	avian (55)	–	avian (30)	Herd
whisper bird male	Yavin 4	61	–	whisperbird	Melee	avian (65)	–	avian (40)	Herd
wild bladeback boar	Tatooine	40	–	zucca boar	Melee	wild (120)	leath. (80)	mamm. (50)	Killer
wild dune boar	Tatooine	50	–	zucca boar	Melee	herb. (90)	leath. (80)	mamm. (75)	Assist (12)|Killer
wolf kima	Talus	45	–	wolf kima	Melee	herb. (10)	brist. (11)	mamm. (10)	Assist (6)|Stalker
womp rat	Tatooine	4	–	womprat	Melee	wild (4)	leath. (3)	mamm. (2)	Herd
wonderous cu-pa	Tatooine	12	–	cu pa	Spit	rept. (215)	brist. (100)	mamm. (115)	Assist (10)|Herd
wood mite	Rori	40	–	bark mite	Melee	insect (5)	scale. (4)	–	–
wood mite matriarch	Rori	14	–	bark mite	Melee	insect (10)	–	–	Herd
wood mite royal guard	Rori	45	–	bark mite	Ranged	insect (15)	–	–	Assist (6)|Herd|Killer
wooded paralope	Corellia	25	–	self	Melee	herb. (5)	wool. (3)	mamm. (2)	Herd
woodland kima	Talus	45	–	self	Melee	herb. (7)	brist. (9)	mamm. (7)	–
woolamander	Yavin 4	76	–	woolamander	Melee	–	wool. (20)	mamm. (20)	Assist (12)|Herd
woolamander gatherer	Yavin 4	75	–	woolamander	Melee	carn. (20)	wool. (20)	mamm. (20)	Stalker|Herd
woolamander harrower	Yavin 4	78	–	woolamander	Melee	carn. (40)	brist. (40)	mamm. (40)	Assist (12)|Herd|Killer
woolamander harvester	Yavin 4	77	–	woolamander	Melee	–	wool. (20)	mamm. (20)	Assist (12)|Herd
woolmander reaper	Yavin 4	78	–	woolamander	Melee	carn. (35)	wool. (20)	mamm. (20)	Assist (12)|Herd|Killer
wormed vrobal	Rori	10	–	self	Melee	carn. (13)	leath. (20)	mamm. (15)	Assist (6)
worrt	Tatooine	6	–	worrt	Melee	rept. (5)	leath. (5)	mamm. (2)	–
worrt gutbuster	Tatooine	13	–	worrt	Melee	rept. (9)	leath. (9)	mamm. (4)	Assist (6)
wrix	Corellia	27	–	wrix	Melee	carn. (60)	brist. (30)	mamm. (25)	Herd
xandank	Mustafar	1	–	xandank	Melee	insect (1)	scale. (2)	–	–
xandank	Mustafar	71,75	–	xandank	Melee	insect (20)	scale. (27)	–	Assist (24)
xandank pack mate	Mustafar	75	–	xandank	Melee	insect (19)	scale. (28)	–	Assist (24)|Stalker|Killer
xandank packleader	Mustafar	83	E	xandank	Melee	insect (25)	scale. (34)	–	Assist (24)|Killer
Xandank Patriarch	Mustafar	86	E	xandank	Melee	insect (22)	scale. (33)	–	Assist (24)|Killer
xandank prowler	Mustafar	75,80	–	xandank	Melee	insect (23)	scale. (30)	–	Assist (24)|Stalker
xandank stalker	Mustafar	73,78	–	xandank	Melee	insect (21)	scale. (28)	–	Assist (24)|Stalker
Yarick Tempol	Naboo	26	–	mauler	Melee	carn. (150)	brist. (150)	mamm. (60)	Assist (6)|Stalker
young baz nitch	Dathomir	62	–	baz nitch	Melee	wild (5)	leath. (3)	mamm. (3)	Assist (12)|Herd|Killer
young borgle	Rori	1	–	borgle	Melee	carn. (5)	leath. (5)	avian (5)	–
young borgle gruntling	Rori	30	–	borgle	Melee	carn. (10)	leath. (10)	avian (10)	–
young hanadak rock crusher	Endor	60	–	hanadak	Melee	–	brist. (35)	mamm. (35)	Assist (12)|Herd
young malkloc	Dathomir	72	–	malkloc	Melee	herb. (850)	leath. (900)	mamm. (850)	Herd
young malkloc plainswalker	Dathomir	78	–	malkloc plainswalker	Melee	herb. (1500)	leath. (1350)	mamm. (1100)	Herd
young mountain squill	Tatooine	16	–	squill	Melee	carn. (2)	leath. (2)	mamm. (1)	Assist (10)|Herd
young reptilian flier	Dathomir	69	–	reptilian flier	Melee	avian (120)	leath. (75)	avian (70)	Assist (12)
young spined snake	Lok	47	–	spinesnake	Melee	rept. (7)	leath. (2)	–	Assist (8)
Ysskir	Kash. (SC)	81	B	blackscale	Melee	carn. (90)	leath. (65)	avian (50)	Assist (24)|Killer
zucca boar	Tatooine	8	–	zucca boar	Melee	herb. (65)	leath. (40)	mamm. (25)	

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ANDROIDS

Android	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Altered AT-ST	Dantooine	55	B	warren cyborg (")	Unarmed	Assist (12)|Killer
Altered Spider Droid	Dantooine	51	E	warren teraud (")	Unarmed	–
Assassination Droid	Mustafar	82	E	droid army (")	Carbine	Assist (24)|Stalker|Killer
Battle Droid	all	83	E	aggro corsec (")	Carbine	Assist (12)|Killer!
Battle Droid	all	83	E	Imperial	Carbine	Assist (12)|Killer!
Battle Droid	all	83	E	Rebel	Carbine	Assist (24)|Killer!
Battle Droid	Mustafar	83	E	droid army (")	Ranged	Assist (24)|Killer!
Battle Droid	all	85	E	battle droid	Carbine	Assist (12)|Killer!
Battle Droid	Endor	87	E	death watch (")	Ranged	Assist (12)|Killer!
Blastromech	Mustafar	80	E	droid army (")	Ranged	Assist (24)|Killer!
Borvo Battle Droid	all	23	E	battle droid	Carbine	Assist (6)|Killer!
Colonel OR-5	Mustafar	86	B	droid army (")	Ranged	Assist (12)|Killer!
CY-M Prototype	Mustafar	85	B	droid army (")	Jedi	Can't be Slowed|Assist (24)|Killer!
Dantari Battlelord	Dantooine	63	–	dantari raiders (")	Primitive Weapons	Assist (12)|Killer
Dark Novatrooper	all	82	E	Imperial (")	Carbine	Assist (12)|Killer!
Dark Trooper	all	32	–	Imperial (")	Carbine	Killer
Decorated Sith Hunter	all	89	E	Rebel (")	Carbine	–
Doom Bringer	Mustafar	85	B	droid army (")	Ranged	Assist (24)|Killer!
Droid Bodyguard	Naboo	45	–	clone relics armsdealer	Unarmed	–
Elite Dark Trooper	all	64	E	Imperial (")	Carbine	Killer!
Elite Guard	Mustafar	82	E	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
Enhanced Droid	Dantooine	52	E	warren teraud (")	Unarmed	Assist (12)|Killer
Error-Prone Battle Droid	Tatooine	6	–	self	Carbine	Assist (4)
Exogen Class Dark Trooper	all	64	–	Imperial (")	Carbine	–
Exogen Class Dark Trooper	all	88	E	Imperial (")	Carbine	–
Factory Guardian	Mustafar	85	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
Fixer One	Mustafar	85	B	droid army (")	Carbine	Assist (24)
Forward Commander Mk. I	Mustafar	84	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
Forward Commander Mk II	Mustafar	85	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
GK Oppressor	Mustafar	82	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
GK-14 Defender	Mustafar	83	E	droid army (")	Ranged	Assist (24)|Killer!
GK-18 Sentinel	Mustafar	83	E	droid army (")	Ranged	Assist (24)|Killer!
GK-5 Sentry	Mustafar	83	B	droid army (")	Ranged	Assist (24)|Killer!
GK-5 Watcher	Mustafar	83	E	droid army (")	Ranged	Assist (24)|Killer!
Glory Class Dark Trooper	all	50	E	Imperial (")	Carbine	–
Glory Class Dark Trooper	all	86	E	Imperial (")	Carbine	–
Guardian Droid	Mustafar	78	–	assassindroid	Ranged	Assist (24)|Killer
Hand Of Doom	Mustafar	82	E	droid army (")	Ranged	Assist (24)|Killer!
HK-47	Mustafar	83	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
HK-58 Aurek	Mustafar	83	B	droid army (")	Ranged	Assist (24)|Killer!
HK-58 Besh	Mustafar	83	B	droid army (")	Ranged	Assist (24)|Killer!
HK-77 Assault Droid	Mustafar	82	E	droid army (")	Ranged	Assist (24)|Killer!
HK-77 Squad Leader	Mustafar	83	E	droid army (")	Ranged	Assist (24)|Killer!
HK-Taskmaster	Mustafar	85	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
IG Assassin Droid	all	19	–	assassindroid	Unarmed	Stalker|Killer
Junk Battle Droid	Tatooine (Q)	14	–	battle droid	Carbine	Assist (5)
Master Droid Engineer	Mustafar	84	B	droid army (")	Carbine	Assist (24)
Modified Battle Droid	all	16	–	townsperson	Carbine	Assist (6)
Naboo Ultragungan Super Battle Droid	all	28	E	battle droid	Unarmed	Assist (6)|Killer!
Oppressor-7 Class Dark Trooper	all	80,88	E	Imperial (")	Carbine	–
Oppressor-9 Class Dark Trooper	all	89	E	Imperial (")	Carbine	–
ORPU-1S	Mustafar	80	B	droid army (")	Unarmed	Assist (24)|Killer!
Rebel Dark Trooper Hunter	all	32	–	Rebel (")	Carbine	–
Rebel Dark Trooper Hunter	all	80	E	Rebel (")	Carbine	–
Rebel Elite Heavy Trooper	all	64	–	Rebel (")	Carbine	–
Rebel Elite Heavy Trooper	all	88	E	Rebel (")	Carbine	–
Rebel Weapons Leader	all	89	E	Rebel (")	Carbine	–
Rebel Weapons Master	all	50	E	Rebel (")	Carbine	–
Rebel Weapons Master	all	86	E	Rebel (")	Carbine	–

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Android	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Risen Commander	Mustafar	82	E	droid army (")	Ranged	Assist (24)|Killer!
Rogue Droid	Dantooine	23	–	clone relics droid (")	Unarmed	–
Rogue Droid	Dantooine	52	E	warren teraud (")	Unarmed	Assist (12)|Killer
SK-21 Support Droid	Mustafar	80,83	E	droid army (")	Ranged	Assist (24)|Killer!
Stonewall Labs Preserver Droid	Naboo (Q)	28	–	stonewall labs	Ranged	Assist (6)|Killer
Stonewall Labs Surveillance Droid	Naboo (Q)	27	–	stonewall labs	Ranged	Assist (6)|Killer
Stonewall Labs Watchman Droid	Naboo (Q)	26	–	stonewall labs	Ranged	Assist (6)|Killer
Super Battle Droid	Mustafar	85	B	droid army (")	Ranged	Assist (24)|Killer!
Super Battle Droid	all	86	E	aggro corsec (")	Ranged	Assist (12)|Killer!
Super Battle Droid	all	86	E	Imperial	Unarmed	Assist (12)|Killer!
Super Battle Droid	all	86	E	Rebel	Ranged	Assist (24)|Killer!
Super Battle Droid	Endor	87	B	death watch (")	Ranged	Assist (12)|Killer!
Super Battle Droid	all	88	E	battle droid	Ranged	Assist (12)|Killer!
Super Borvo Battle Droid	all	28	E	battle droid	Unarmed	Assist (6)|Killer!
Triumphant Class Dark Trooper	all	89	E	Imperial (")	Carbine	–
Ultragungan Flawed Battle Droid	Naboo (Q)	29	–	ultragungan militia	Ranged	Assist (6)
Veteran Dark Trooper	all	79	–	Imperial (")	Carbine	Killer
Veteran Sith Hunter	all	80,89	E	Rebel (")	Carbine	–
Victory Class Dark Trooper	all	32	–	Imperial (")	Carbine	–
Victory Class Dark Trooper	all	80	E	Imperial (")	Carbine	

DROIDS

Droid	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
2-1B (Medical Droid)	all	1	–	surgicaldroid	Unarmed	Can't be harmed
2-1B Surgical Droid	all	1	–	surgicaldroid	Unarmed	–
3PO Protocol Droid	all	1	–	protocoldroid	Unarmed	–
7-IK Security Droid	Gamma	2	–	emergence droid	Unarmed	–
7-PL Defender	Gamma	2	–	emergence droid	Unarmed	–
8T-88 Droid	Mustafar	1	–	mustafar miner	Pistol	–
Abandoned Battle Droid	Kash. (RT)	80	E	rryatt abandoned droid	Ranged	Assist (24)
Abandoned Droideka	Kash. (RT)	81	E	rryatt abandoned droid	Ranged	Assist (24)
Abandoned Super Battle Droid	Kash. (RT)	82	E	rryatt abandoned droid	Unarmed	Assist (24)
Aggressive Probe Droid	Tansarri	5	–	npe crazy droids	Unarmed	–
AK-1A "Hammer"	Mustafar	83	B	droid army (")	Ranged	Assist (24)|Killer!
AK-3 "Reaper"	Mustafar	83	E	droid army (")	Ranged	Assist (24)|Killer!
AK-Prime	Mustafar	85	B	droid army (")	Ranged	Can't be Slowed|Assist (24)|Killer!
Alert Droideka	Yavin 4	79	E	self (geon. Cr. Monst.)	Ranged	Assist (12)|Killer!
Altered Destroyer Droid	Dantooine	53	E	warren teraud (")	Ranged	–
Ancient Guard Droid	Mustafar	87	E	orf security	Ranged	Assist (24)|Killer
Ancient Patrol Drone	Mustafar	84	–	orf security	Ranged	Assist (24)
Ancient Security Drone	Mustafar	85	–	orf security	Ranged	Assist (24)
Ancient Sentinel Droid	Mustafar	86	–	orf security	Ranged	Assist (24)|Killer
Arakyd DZ-70 Fugitive Tracker Droid	all	16	–	self	Unarmed	Stalker
Astromech Waiter	all	4	–	astromech	Unarmed	–
BD-34	Tatooine (Q)	22	–	astromech	Ranged	–
Blastromech	all	75	–	blastromech	Ranged	Assist (12)|Killer!
Bomarr Monk	Tatooine	1	–	spiderdroid	Unarmed	–
Bomarr Monk Abbot	Tatooine	2	–	spiderdroid	Unarmed	–
Bomarr Monk Bodyguard	Tatooine	2	–	spiderdroid	Unarmed	–
Bomarr Monk Healer	Tatooine	1	–	spiderdroid	Unarmed	Herd
Bomarr Monk Initiate	Tatooine	1	–	spiderdroid	Unarmed	Herd
Borvo Blastromech	all	22	–	blastromech	Ranged	Assist (6)|Killer!
Borvo Ig Assassin Droid	all	25	–	assassindroid	Ranged	Assist (6)|Stalker|Killer
Cll8 Binary Load Lifter	all	8	–	loadlifter	Unarmed	Can't be harmed
CLL-8 Binary Load Lifter	all	8	–	loadlifter	Unarmed	–

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DROIDS (CONTINUED)

Droid	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Construct's Guardian	Gamma	6	–	emergence droid	Unarmed	Assist (5)
Corrupted Tracking Droid	Tansarri	4	–	npe crazy droids	Unarmed	–
CWW Class Eradicator	Mustafar	88	B	droid army	Unarmed	Assist (24)|Killer!
CWW8 Battle Droid	Mustafar	1	–	mustafar miner	Unarmed	–
CWW8 Combat Droid	Mustafar	83	B	droid army (")	Ranged	Assist (24)|Killer!
CWW8A Battle Droid	Mustafar	1	–	mustafar miner	Unarmed	–
Damaged MSE-6	Tansarri	1	–	trainingdroid	Unarmed	–
Darth Maul Probe Droid	all	1	–	self	Unarmed	Stalker
Decrepit Sentry Droid	Mustafar	84	–	mustafar miner	Ranged	Assist (24)|Killer
Detonation Droid	Mustafar	25	–	droid army (")	Unarmed	–
Devastator	Mustafar	88	B	droid army (")	Ranged	Assist (24)|Killer!
Droideka	all	40	–	droideka	Ranged	Assist (5)|Stalker
Droideka	Lok	54	–	droideka	Ranged	Assist (8)|Killer
EG-6 Power Droid	all	1	–	powerdroid	Unarmed	–
Espy E.R. Droid	Gamma	3	–	emergence droid	Unarmed	–
EV-9D9	all	2	–	self	Unarmed	Can't be harmed
Forgotten Creation	Kash. (My)	74	E	myyydril urn	Unarmed	Assist (24)
Friendly Mouse Droid	all	1	–	mousedroid	Unarmed	–
G-5PO	Tatooine	20	–	hutt (")	Unarmed	Can't be harmed
Guardian Droid	Mustafar	78	–	assassindroid	Ranged	Assist (24)|Killer
Gurk With Gun	Lok	38	–	gurk	Ranged	–
Haywire Security Droid	Yavin 4	78	E	geon. Monst. (geon. cr. Monst.)	Ranged	Assist (12)|Killer!
Helper R2 Unit	all	4	–	astromech	Unarmed	Can't be harmed
I-10 Probe Droid	Gamma	3	–	emergence droid	Unarmed	–
I-7 Construct	Gamma	7	E	emergence droid	Unarmed	Assist (5)
I-8 Black Widow	Gamma	6	–	emergence droid	Unarmed	Assist (5)
IT-4 Warning Droid	Gamma	2	–	emergence droid	Unarmed	–
IT-4 Warning Droid	Gamma	4	–	emergence droid	Unarmed	Assist (5)
ITO Interrogator	all	1	–	self	Unarmed	–
K3-I Buzzer Droid	Gamma	2	–	emergence droid	Unarmed	–
LE Repair Droid	all	20	–	self	Unarmed	–
LIN Demolition Mech	all	1	–	self	Unarmed	–
Malfunctioning Inquiry Droid	Tansarri	2	–	npe crazy droids	Unarmed	–
Malfunctioning Patrol Droid	Mustafar	82	–	mustafar miner	Ranged	Assist (24)|Killer
Mand Bunker Repair Droid	Endor	20	–	self (")	Unarmed	–
Mining Droid	Mustafar	80	–	mustafar miner (")	Ranged	Stalker
MSE-6 "Mouse" Droid	all	1	–	mousedroid	Unarmed	–
MSE-6 'Mouse' Droid	Naboo (Q)	22	–	old republic droid	Unarmed	Can't be harmed
Naboo Ultragungan Blastromech	all	28	–	blastromech	Ranged	Assist (6)|Killer!
N-K "Necrosis"	Kash. (My)	90	B	myyydril grievous	Ranged	Assist (24)|Herd|Killer!
NK-3	Kash. (My)	87	E	myyydril grievous	Ranged	Assist (24)|Herd|Killer!
Nym's Droideka	Lok	57	–	nym (")	Ranged	Killer
Old Republic Droideka	Naboo (Q)	26	E	old republic droid	Ranged	Killer
Patrol Droid	Mustafar	80	E	droid army (")	Unarmed	Assist (24)|Killer!
Pit Droid	Mustafar	80	E	droid army (")	Unarmed	–
Probot Droid	all	16	–	self	Ranged	Stalker
Probot Drone	all	5	–	Imperial (")	Ranged	Stalker
Probot Seeker	all	7	–	Imperial (")	Ranged	Stalker
R2 Unit	all	4,20	–	astromech	Unarmed	–
R2D2	all	4	–	astromech	Unarmed	–
R3 Unit	all	4,20	–	astromech	Unarmed	–
R3-B57	Tatooine (Q)	22	–	astromech	Ranged	–
R4 Unit	all	4,20	–	astromech	Unarmed	–
R5 Unit	all	4,20	–	astromech	Unarmed	–
RA-316	Tatooine (Q)	22	–	bugdroid	Ranged	–
RA-7 "Bug" Droid	all	1	–	bugdroid	Unarmed	–
Relay Repair Droid	Mustafar	55	–	self	Unarmed	–
Rescind E.R. Droid	Gamma	4	–	emergence droid	Unarmed	Assist (5)
Rewired Server Protocol Droid	Tansarri	2	–	npe crazy droids	Unarmed	–

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Droid	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Robo Bartender	all	1	–	self	Unarmed	–
Rogue Droid	Naboo	45,75	–	clone relics durge droid	Unarmed	–
Rogue Probot	Tansarri	3	–	npe crazy droids	Unarmed	–
Security Droid	all	1	–	trainingdroid	Unarmed	Can't be harmed
Seeker Droid	Gamma	3	–	emergence droid	Unarmed	–
Short-Circuiting Attack Droid	Tansarri	5	–	npe crazy droids	Unarmed	–
Short-Circuiting Sentry Droid	Tansarri	3	–	npe crazy droids	Unarmed	–
Training Droid	Tansarri	1	–	trainingdroid	Unarmed	–
Training Remote	all	1	–	self	Unarmed	–
TT8L "Tattletale" Droid	all	1	–	self	Unarmed	–
TT8L-Y7 "Tattletale" Droid	all	2	–	self	Unarmed	–
USD Class Pulverizer	Mustafar	89	B	droid army	Unarmed	Assist (24)|Killer!
WED Treadwell Droid	all	1	–	self	Unarmed	

NPCS

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Aa'kuan Anarchist	Talus	53	–	Aa'kuans (")	Polearm	Killer
Aa'kuan Assassin	Talus	53	–	Aa'kuans (")	Sword	Killer
Aa'kuan Champion	Talus	53	–	Aa'kuans (")	Sword	Killer
Aa'kuan Defender	Talus	47	–	Aa'kuans (")	Polearm	Killer
Aa'kuan Follower	Talus	39	–	Aa'kuans (")	Polearm	–
Aa'kuan Guardian	Talus	48	–	Aa'kuans (")	Polearm	Killer
Aa'kuan Keeper	Talus	42	–	Aa'kuans (")	Polearm	Killer
Aa'kuan Sentinel	Talus	45	–	Aa'kuans (")	Sword	Killer
Aakuan Spice Guard	Talus	48	–	Aa'kuans (")	Sword	Killer
Aa'kuan Steward	Talus	43	–	Aa'kuans (")	Polearm	Killer
Aa'kuan Warder	Talus	52	–	Aa'kuans (")	Polearm	Killer
Aaph Koden	Tatooine	8	–	townsperson	Carbine	Can't be harmed
Abandoned Rebel Private	Dantooine	61	–	Rebel (")	Carbine	Killer
Ace Imperial Bombardier	all	50	E	Imperial (")	Carbine	–
Ace Imperial Bombardier	all	74	E	Imperial (")	Carbine	–
Ace Imperial Bombardier	all	89	E	Imperial (")	Carbine	–
Ace Imperial Storm Commando	all	70	E	Imperial (")	Carbine	Stalker
Ace Imperial Storm Commando	all	87	E	Imperial (")	Ranged	Stalker
Ace Imperial Storm Commando	all	89	E	Imperial (")	Ranged	Stalker
Adept Jinda Shaman	Endor	65	–	jinda tribe (")	Unarmed	–
Adept Panshe Shaman	Endor	69	–	panshee tribe (")	Ranged	–
Afarathu Brute	Corellia	29	–	afarathu (")	Carbine	Assist (6)|Killer
Afarathu Cult Bodyguard	Corellia	30	–	afarathu (")	Carbine	Assist (6)|Killer
Afarathu Cult Follower	Corellia	30	–	afarathu (")	Polearm	–
Afarathu Cult Leader	Corellia	31	–	afarathu (")	Carbine	Assist (6)|Killer
Afarathu Cult Zealot	Corellia	30	–	afarathu (")	Carbine	Assist (6)|Killer
Afarathu Hellion	Corellia	30	–	afarathu (")	Carbine	Assist (6)|Killer
Afarathu Ruffian	Corellia	30	–	afarathu (")	Pistol	–
Afarathu Savage	Corellia	30	–	afarathu (")	Carbine	Assist (6)
Agriculturalist	all	8	–	townsperson (")	Pistol	Herd
Aldalad	Naboo	27	–	skaak tipper gang	Carbine	Stalker|Herd
Alkhara Bandit	Tatooine	15	–	alkhara (")	Rifle	Stalker|Killer
Alkhara Bandit King	Tatooine	17	–	alkhara (")	Rifle	Stalker|Killer
Alkhara Champion	Tatooine	21	–	alkhara (")	Carbine	Stalker|Killer
Alkhara Lieutenant	Tatooine	20	–	alkhara (")	Rifle	Stalker|Killer
Alliance Intelligence Case	all	22	–	Rebel (")	Carbine	Killer
Alliance Intelligence Case Officer	all	22	–	Rebel (")	Rifle	Killer
Anguished Wookiee	Kash. (Ka)	25	–	mad wookiee	Unarmed	Assist (24)
Ankura Gungan	Naboo	5,24	–	gungan (")	Carbine	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Apprentice Creature Handler	all	11	–	Rebel (")	Carbine	–
Archaic Gondula Ritualist	Endor	80	–	gondula tribe (")	Melee	–
Archaic Jinda Ritualist	Endor	65	–	jinda tribe (")	Unarmed	–
Archaic Panshee Ritualist	Endor	70	–	panshee tribe (")	Ranged	–
Archeologist	quest	19	–	townsperson	Unarmed	Can't be harmed
Area Coordinator	all	13	–	Rebel (")	Carbine	–
Arkahn Greystar	all	22	–	valarian	Pistol	Killer
Armor Thief	Corellia (Q)	17	–	self	Pistol	Assist (6)
Arrworr	Tatooine	55	–	kashyyyk	Unarmed	Assist (12)
Arslynd	all	2	–	npe bounty	Carbine	–
Artisan	all	1	–	townsperson (")	Pistol or Carbine	–
Assassin	all	22	–	mercenary	Pistol or Carbine	Killer
Assassin Twilek Male	all	18	–	thug (")	Pistol	–
Assault Trooper	all	26	–	Imperial (")	Carbine	Stalker|Killer
Assault Trooper Squad Leader	all	27	–	Imperial (")	Rifle	Stalker|Killer
Audience	Tansarri	1	–	townsperson (")	Unarmed	Can't be harmed
Audience Member	all	1	–	townsperson (")	Unarmed	Can't be harmed
Aujante Klee	Dathomir	20	–	mountain clan (")	Unarmed	–
Avatar Guard	avatar	81	E	avatar blackscale (")	Carbine	Assist (24)
Avatar Guard Captain	avatar	80	E	avatar blackscale (")	Carbine	Assist (24)
Avatar Scalelord	avatar	82	E	avatar blackscale (")	Rifle	Assist (24)
Axkva Min	Dathomir	85	B	nightsister (")	Force Sword	Can't be Slowed|Assist (12)|Killer!
Bandit	all	5	–	bandit (")	Carbine	Stalker
Barada	all	1	–	jabba (")	Unarmed	Can't be harmed
Bartender	all	1	–	townsperson (")	Pistol	–
Battle Ready Rebel Recruit	all	32	E	Rebel (")	Carbine	Stalker
Battle Ready Rebel Recruit	all	77	E	Rebel (")	Carbine	Stalker
Battle Ready Rebel Soldier	all	50	E	Rebel (")	Carbine	–
Battle Ready Rebel Soldier	all	85	E	Rebel (")	Carbine	–
Battle Worn Rebel Officer	all	18	–	Rebel (")	Carbine	Stalker
Battle Worn Rebel Officer	all	66	E	Rebel (")	Carbine	Stalker
Battle-Shocked Imperial Noncom	all	32	E	Imperial (")	Carbine	Stalker
Battle-Shocked Imperial Noncom	all	77	E	Imperial (")	Carbine	Stalker
Beachcomber Scoundrel	Naboo	21	–	beachcomber	Pistol	Assist (12)|Herd
Beachcomber Smuggler	Naboo	22	–	beachcomber	Pistol	Assist (12)
Bedraggled Korga Laborer	Endor	74	–	korga tribe (")	Unarmed	Assist (12)
Bedraggled Pubam Laborer	Endor	64	–	pubam (")	Unarmed	Assist (12)
Beguiling Donkuwah Scout	Endor	76	–	donkuwah tribe (")	Melee	Assist (12)|Stalker|Killer
Beguiling Korga Scout	Endor	74	–	korga tribe (")	Unarmed	Assist (12)|Stalker|Killer!
Beguiling Pubam Scout	Endor	63	–	pubam (")	Unarmed	Assist (12)|Stalker|Killer
Beldonna's League Enforcer	Corellia	40	–	beldonnas league (")	Carbine	Killer
Beldonna's League Marshal	Corellia	40	–	beldonnas league (")	Carbine	Killer
Beldonna's League Scout	Corellia	39	–	beldonnas league (")	Rifle	–
Beldonna's League Soldier	Corellia	39	–	beldonnas league (")	Pistol	–
Berserk Marauder	Endor	78	E	marauder (")	Melee	Assist (12)|Killer!
Bewitching Donkuwah Shaman	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Bewitching Korga Dark Shaman	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Bewitching Pubam Dark Shaman	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer
Big Nworb Yorel The Bad	Kash. (Ka)	32	E	canopy bandit	Carbine	Assist (24)|Killer
Binayre Chief	Talus	47	–	binayre (")	Rifle	Assist (6)
Binayre Hooligan	Talus	36	–	binayre (")	Polearm	Assist (6)
Binayre Pirate	Talus	43	–	binayre (")	Carbine	Assist (6)
Binayre Ruffian	Talus	42	–	binayre (")	Pistol	Assist (6)
Binayre Scalawag	Talus	39	–	binayre (")	Pistol	Assist (6)
Binayre Smuggler	Talus	45	–	binayre (")	Carbine	Assist (6)
Binayre Swindler	Talus	46	–	binayre (")	Pistol	Assist (6)
Binna Jode	Tatooine	8	–	townsperson	Carbine	Can't be harmed
Bith Assassin	all	18	–	bith	Rifle	–

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Bith Musician	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Bith Sniper	all	7	–	bith	Rifle	–
Black Sun Assassin	Endor	88	E	death watch (")	Ranged	Assist (12)|Killer!
Black Sun Enforcer	all	79	E	blacksun	Polearm	Assist (12)
Black Sun Guard	Endor	88	E	death watch (")	Ranged	Assist (12)|Killer
Black Sun Gunman	all	72	–	blacksun	Rifle	Assist (12)
Black Sun Henchman	Endor	85	E	death watch (")	Melee or Ranged	Assist (12)|Killer
Black Sun Hitman	all	75	–	blacksun	Pistol	Assist (12)
Black Sun Initiate	Talus	17	–	bandit	Carbine	Assist (6)
Black Sun Minion	Talus	21	–	bandit	Carbine	Assist (6)
Black Sun Slicer	Tansarri	3	–	npe blacksun	Pistol	–
Black Sun Smuggler	Talus	19	–	bandit	Carbine	Assist (6)
Black Sun Thug	Endor	86	E	death watch (")	Ranged	Assist (12)|Killer
Blackguard Elite Minion	Mustafar	74	E	blackguard	Carbine	Assist (24)
Blackguard Elite Wilder	Mustafar	80	E	blackguard	Jedi	Assist (24)|Killer
Blackguard Minion	Mustafar	72	–	blackguard	Carbine	Assist (24)
Blackguard Wilder	Mustafar	78	E	blackguard	Jedi	Assist (24)|Killer
Blackscale Assaulter	Kash. (SC)	82	E	blackscale	Unarmed	Assist (24)|Killer
Blackscale Berserker	Kash. (SC)	84	E	blackscale	Unarmed	Assist (24)|Killer
Blackscale Enforcer	Kash. (Et)	47	E	blackscale	Ranged	Assist (24)
Blackscale Enforcer	Kash. (SC)	66	–	blackscale	Polearm	Assist (24)|Killer
Blackscale Enforcer	Kash. (SC)	81	E	blackscale	Polearm	Assist (24)|Killer
Blackscale Guard	Kash. (Et)	46	E	blackscale	Pistol	Assist (24)
Blackscale Guard	Kash. (SC)	64	–	blackscale	Pistol	Assist (24)|Killer
Blackscale Guard	Kash. (SC)	80	E	blackscale	Pistol	Assist (24)|Killer
Blackscale Jailer	avatar	81	E	avatar blackscale (")	Pistol	Assist (24)
Blackscale Trooper	Kash. (SC)	83	E	blackscale	Carbine	Assist (24)|Killer
Blackscale Watch Commander	avatar	84	E	avatar blackscale (")	Carbine	Assist (24)|Killer
Blacksclae Guard	Kash. (DF)	37	E	blackscale	Pistol	Assist (24)
Blerx Tango	Tatooine	8	–	townsperson	Carbine	Can't be harmed
Blood Razor Berzerker	Lok	38	–	bloodrazor (")	Pistol	Assist (8)|Killer
Blood Razor Captain	Lok	40	–	bloodrazor (")	Rifle	Assist (8)|Killer
Blood Razor Cutthroat	Lok	38	–	bloodrazor (")	Pistol	Assist (8)|Killer
Blood Razor Destroyer	Lok	36	–	bloodrazor (")	Carbine	Assist (8)|Killer
Blood Razor Elite Pirate	Lok	37	–	bloodrazor (")	Polearm	Assist (8)|Killer
Blood Razor Guard	Lok	36	–	bloodrazor (")	Pistol	Assist (8)|Killer
Blood Razor Officer	Lok	38	–	bloodrazor (")	Carbine	Assist (8)|Killer
Blood Razor Scout	Lok	38	–	bloodrazor (")	Rifle	Assist (8)|Killer
Blood Razor Strong Pirate	Lok	38	–	bloodrazor (")	Polearm	Assist (8)|Killer
Blood Razor Weak Pirate	Lok	37	–	bloodrazor (")	Polearm	Assist (8)|Killer
Blood-Crazed Plains Marauder	Endor	76	E	marauder (")	Melee	Assist (12)|Stalker|Killer!
Bodyguard	all	1	–	npe bounty	Pistol	–
Bodyguard	all	4	–	mercenary	Carbine	–
Bodyguard	Naboo	35	–	clone relics armsdealer	Unarmed	–
Bodyguard Zabrak Female	all	18	–	thug (")	Polearm	–
Bombardier	all	15	–	Imperial (")	Carbine	–
Bors Teraud	Dantooine	55	B	warren teraud (")	Carbine	Assist (12)|Killer
Borvo Brigand	Naboo	26	–	borvo (")	Rifle	Assist (6)|Stalker
Borvo Prowler	Naboo	25	–	borvo (")	Carbine	Assist (6)
Borvo Swindler	Naboo	24	–	borvo (")	Pistol	Assist (6)
Borvos Bruiser	Naboo	22	–	borvo (")	Pistol	–
Borvo's Champion	Naboo	15	–	borvo (")	Pistol	Killer
Borvo's Champion	Naboo	25	–	borvo (")	Pistol	–
Borvo's Guard	Naboo	22	–	borvo (")	Sword	Herd
Borvo's Mercenary	Naboo	14	–	borvo (")	Polearm	–
Borvo's Mercenary	Naboo	23	–	borvo (")	Carbine	–
Borvo's Soldier	Naboo	24	–	borvo (")	Rifle	Stalker
Borvo's Thief	Naboo	21	–	borvo (")	Pistol	–
Borvo's Thug	Naboo	21	–	borvo (")	Carbine	Herd
Boshek	Tatooine	8	–	townsperson	Rifle	Can't be harmed
Boss Uruli	Mustafar	78	B	must bandit	Ranged	Can't be Slowed|Assist (24)|Killer
Bothan Diplomat	all	1	–	spynet	Pistol	–
Bothan Information Broker	all	1	–	spynet	Pistol or Carbine	Stalker

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Bounty Goon	all	1	–	self	Pistol	–
Bounty Hunter	all	23	–	mercenary	Carbine	Killer
Bounty Hunter	all	27	–	prisoner	Unarmed	–
Bounty Hunter Female	all	23	–	mercenary	Carbine	Killer
Brawler	all	2	–	mercenary	Pistol	Stalker
Brea Tonnika	Tatooine	8	–	townsperson	Pistol	Can't be harmed
Bren Kingal	Tatooine	20	–	townsperson (")	Rifle	Assist (10)|Killer
Brigand	all	1	–	brigand	Polearm	Assist (4)|Stalker
Brigand Assasin	all	17	–	brigand	Pistol	Assist (4)|Stalker|Killer
Brigand Leader	all	19	–	brigand	Pistol	Assist (4)|Killer
Brigand Scout	all	13	–	brigand	Rifle	Assist (4)|Killer
Brok Ziamzun	Tatooine (Q)	14	–	whitethranta	Pistol	Assist (5)|Killer
Broodmaster Hss'kas	Kash. (SC)	85	B	blackscale	Ranged	Assist (24)|Killer
Brotherhood Mortalis Mercenary	Mustafar	75	–	dark jedi	Pistol	Assist (24)
Buhba	Tatooine (Q)	16	–	thug	Polearm	Assist (4)|Stalker
Businessman	all	1	–	townsperson (")	Pistol	–
Cannibal	Tatooine	4	–	cannibal	Unarmed	Assist (4)
Canopy Bandit	Kash. (Ka)	27	–	canopy bandit	Pistol	Assist (24)
Canopy Cutthroat	Kash. (Ka)	28	–	canopy bandit	Carbine	Assist (24)
Canopy Reaper	Kash. (Ka)	30	–	canopy bandit	Rifle	Assist (24)
Canyon Corsair Captain	Lok	44	–	corsairs (canyon corsair)	Pistol	Assist (8)|Killer
Canyon Corsair Cutthroat	Lok	43	–	corsairs (canyon corsair)	Pistol	Assist (8)|Killer
Canyon Corsair Destroyer	Lok	43	–	corsairs (canyon corsair)	Carbine	Assist (8)|Killer
Canyon Corsair Elite Pirate	Lok	43	–	corsairs (canyon corsair)	Carbine	Assist (8)|Killer
Canyon Corsair Guard	Lok	42	–	corsairs (canyon corsair)	Polearm	Assist (8)|Killer
Canyon Corsair Scout	Lok	43	–	corsairs (canyon corsair)	Rifle	Assist (8)|Killer
Canyon Corsair Strong Pirate	Lok	44	–	corsairs (canyon corsair)	Carbine	Assist (8)|Killer
Canyon Corsair Weak Pirate	Lok	43	–	corsairs (canyon corsair)	Carbine	Assist (8)|Killer
Capt Loftus	Tatooine	8	–	townsperson	Carbine	Can't be harmed
Captain Beshk	Kash. (SC)	84	B	blackscale	Ranged	Assist (24)|Killer
Captain Hassk	Rori	70	–	rorgungan (")	Unarmed	Assist (6)|Herd|Killer
Captain Of The Guard	Kash. (Ka)	34	E	kashyyyk	Melee	–
Captain Relgon Starkill	Mustafar	82	B	coyn	Ranged	Can't be Slowed|Assist (24)|Killer
Captain Tish	Naboo	16	–	RSF (naboo security force)	Carbine	Killer
Caravan Leader	all (Q)	19	–	caravan (jabba)	Carbine	Herd|Killer
Caravan Thug	all (Q)	15	–	caravan (jabba)	Carbine	Herd
Careem	all	22	–	valarian	Pistol	Killer
Cas Vankoo	Lok	80	B	kimogila (bandit)	Pistol	Assist (12)|Stalker|Killer!
Caska	Gamma	5	–	emergence	Pistol	Assist (5)
Chadra Fan Assassin	all	19	–	chadra fan	Carbine	Stalker|Killer
Chadra Fan Thief	all	5	–	chadra fan	Carbine	Stalker
Chief Armstrong	Mustafar	1	–	mustafar miner	Pistol	–
Chiss Poacher	Kash. (Et)	25	–	chiss poacher etyyy	Rifle	Assist (24)
Chiss Poacher Defender	Kash. (Et)	45	–	chiss poacher etyyy	Rifle	Assist (24)
Chiss Poacher Guard	Kash. (Ka)	25	–	chiss poacher etyyy	Carbine	Assist (24)
Chiss Poacher Hunt Master	Kash. (Et)	46	E	chiss poacher etyyy	Rifle	Assist (24)
Chiss Poacher Prey Hunter	hracca	78	E	chiss poacher etyyy	Rifle	Assist (24)
Chiss Poacher Smuggler	Kash. (Et)	44	–	chiss poacher etyyy	Pistol	Assist (24)
Chunker Braggart	Talus	5	–	chunker gang	Pistol	–
Chunker Bruiser	Talus	10	–	chunker gang	Carbine	Assist (4)|Killer
Chunker Bully	Talus	8	–	chunker gang	Rifle	Assist (4)|Stalker
Chunker Creep	Talus	7	–	chunker gang	Pistol	Assist (4)
Chunker Goon	Talus	4	–	chunker gang	Pistol	–
Chunker Mooch	Talus	4	–	chunker gang	Pistol	–
Chunker Nitwit	Talus	1	–	chunker gang	Pistol	–
Chunker Pest	Talus	2	–	chunker gang	Polearm	Stalker
Chunker Punk	Talus	2	–	chunker gang	Pistol	Assist (4)
Chunker Swindler	Talus	5	–	chunker gang	Pistol	–
Civil Patrol Captain	all	7	–	Imperial (")	Carbine	–

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Civil Patrol Commander	all	8	–	Imperial (")	Carbine	–
Civil Patrol Corporal	all	4	–	Imperial (")	Carbine	–
Civil Patrol Sergeant	all	5	–	Imperial (")	Carbine	–
Civilian Patrolman	all	2	–	Imperial (")	Carbine	–
Claw Bodyguard	Talus	36	–	clone relics claw (")	Unarmed	Stalker
Claw Bodyguard 01	Talus (Q)	36	–	clone relics claw (")	Unarmed	Stalker
Claw Thug	Talus	20	–	clone relics claw (")	Unarmed	–
Cobral Hooligan	Rori	37	–	cobral (")	Pistol	Assist (6)
Cobral Mugger	Rori	36	–	cobral (")	Carbine	Assist (6)
Colonel Narl	Mustafar	82	B	treasure hunter	Ranged	Can't be Slowed|Assist (24)|Killer!
Comm Operator	all	14	–	Imperial (")	Pistol or Carbine	–
Command Security Guard	all	15	–	Imperial (")	Pistol or Carbine	–
Commander Byrne	all	23	–	Imperial (")	Carbine	Killer
Commander Hal Razor	Mustafar	85	B	coyn	Ranged	Can't be Slowed|Assist (24)|Killer!
Commando	all	19	–	mercenary	Carbine	Killer
Common Thief	all	10	–	thug (")	Pistol	–
Commoner	all	1	–	townsperson (")	Pistol	Herd
Commoner Gran	all	1	–	townsperson (")	Pistol	Herd
Competent Gondula Ritualist	Endor	79	–	gondula tribe (")	Ranged	–
Competent Jinda Ritualist	Endor	65	–	jinda tribe (")	Unarmed	–
Competent Panshee Ritualist	Endor	70	–	panshee tribe (")	Melee	–
Compforce Trooper	all	21	–	Imperial (")	Carbine	Killer
Computer Scientist	Dantooine	51	E	warren teraud (")	Carbine	Assist (12)
Confidant Rebel Cadet	all	88	E	Rebel (")	Carbine	–
Confident Rebel Guard	all	89	E	Rebel (")	Carbine	–
Corellia Times Investigator	Corellia	5	–	corellia times	Pistol	–
Corellia Times Reporter	Corellia	4	–	corellia times	Pistol	–
Corevette Rebel Commando	all	25	E	Rebel (")	Rifle	Killer
Corporal Sova	all	17	–	Imperial (")	Carbine	–
Corrupt Security Guard	Mustafar	70	–	self	Pistol	Assist (24)|Killer
Corsec Agent	Corellia	33	–	corsec (")	Carbine	–
Corsec Cadet	Corellia	32	–	corsec (")	Carbine	–
Corsec Captain	Corellia	33	–	corsec (")	Rifle	Killer
Corsec Chief	Corellia	34	–	corsec (")	Rifle	Killer
Corsec Commissioner	Corellia	34	–	corsec (")	Carbine	Killer
Corsec Deserter	Corellia	33	–	corsec rogue (")	Carbine	Assist (6)
Corsec Detective	Corellia	33	–	corsec (")	Rifle	–
Corsec Inspector Sergeant	Corellia	34	–	corsec (")	Carbine	Killer
Corsec Investigator	Corellia	33	–	corsec (")	Carbine	–
Corsec Lieutenant	Corellia	33	–	corsec (")	Carbine	Killer
Corsec Major	Corellia	34	–	corsec (")	Carbine	Killer
Corsec Master Sergeant	Corellia	33	–	corsec (")	Rifle	–
Corsec Security Specialist	Corellia	81	E	aggro corsec (")	Rifle	Assist (10)|Killer
Corsec Sergeant	Corellia	32	–	corsec (")	Carbine	–
Corsec Soldier	Corellia	80	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Agent	Corellia	80	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Ops Captain	Corellia	82	E	aggro corsec (")	Rifle	Assist (10)|Killer
Corsec Special Ops Chief	Corellia	83	E	aggro corsec (")	Rifle	Assist (10)|Killer
Corsec Special Ops Comissioner	Corellia	84	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Ops Inspector	Corellia	81	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Ops Lieutenant	Corellia	82	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Ops Major	Corellia	83	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Ops Master Sergeant	Corellia	82	E	aggro corsec (")	Rifle	Assist (10)|Killer
Corsec Special Ops Sergeant	Corellia	81	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Special Ops Trainee	Corellia	80	E	aggro corsec (")	Carbine	Assist (10)|Killer
Corsec Traitor	Corellia	31	–	corsec rogue (")	Carbine	Assist (6)|Killer
Corsec Trooper	Corellia	32	–	corsec (")	Carbine	–
Corvette Rebel Midshipman	all	81	E	Rebel (")	Pistol	Assist (6)|Killer!
Crack Rebel Rifleman	all	50	E	Rebel (")	Carbine	–
Crack Rebel Rifleman	all	85	E	Rebel (")	Rifle	–
Crack Rebel Rifleman	all	88	E	Rebel (")	Carbine	–
Crackdown Stormtrooper Captain Hard	all	60	E	Imperial (")	Carbine	–
Crafty Donkuwah Scout	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Crafty Korga Scout	Endor	74	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Crafty Pubam Scout	Endor	62	–	pubam (")	Unarmed	Assist (12)|Killer
Crazed Geonosian Guard	Yavin 4	79	E	geonosian crazed guard	Carbine	Assist (12)|Killer
Crazed Hermit	Mustafar	77	–	commoner	Unarmed	Assist (24)
Crazed Scientist	Dantooine	50	E	self	Pistol	Assist (12)
Crazed Soldier	Gamma	5	–	self	Carbine	Assist (5)
Crimelord	Tatooine	11	–	jabba (Hutt)	Carbine	–
Crimelord	Tatooine	15	–	hutt (")	Carbine	Assist (4)
Criminal	all	4	–	thug (")	Carbine or Pistol	Stalker
Crimsol Vaighn	Naboo (Q)	25	E	mummer gang	Pistol	Assist (6)|Herd
Critolus Masse	Naboo (Q)	25	E	darkwalker	Carbine	Assist (6)
Cyrans The Unfeeling	Kash. (DF)	34	B	forest sayormi (sayormi)	Polearm	Assist (24)|Killer
Daezii Mae	Tatooine (Q)	16	–	thug	Pistol	Assist (4)|Stalker
Dak Ralter	all	60	E	Rebel (")	Unarmed	Can't be harmed
Daktar Bloodmoon	Dathomir	80	E	sith shadow (")	Carbine	Assist (12)|Killer
Dantari Chief	Dantooine	64	–	dantari raiders (")	Primitive Weapons	Killer
Dantari Raider	Dantooine	61	–	dantari raiders (")	Primitive Weapons	Assist (12)|Killer
Dantari Strategist	Dantooine	62	–	dantari raiders (")	Primitive Weapons	–
Dark Adept	all	86	E	dark jedi	Unarmed	Assist (12)|Stalker|Killer!
Dark Jedi Knight	all	88	E	dark jedi	Jedi	Can't be Slowed|Assist (12)|Stalker|Killer!
Dark Jedi Master	all	90	B	dark jedi	Jedi	Can't be Slowed|Assist (12)|Stalker|Killer!
Dark Side Savage	Dantooine	78	–	remnants of kun	Unarmed	Killer!
Darklighter Guard	all	7	–	darklighter	Carbine	–
Darkwalker Deathraven	Naboo (Q)	29	–	darkwalker	Carbine	Assist (6)|Stalker|Herd
Darkwalker Drudge	Naboo	23	–	darkwalker	Polearm	Assist (6)
Darkwalker Goya	Naboo (Q)	28	–	darkwalker	Carbine	Assist (6)
Darkwalker Grinder	Naboo	24	–	darkwalker	Pistol	Assist (6)
Darkwalker Guardiol	Naboo (Q)	28	–	darkwalker	Carbine	Assist (6)
Darkwalker Preylord	Naboo (Q)	30	–	darkwalker	Carbine	Assist (6)
Darkwalker Ruffal	Naboo (Q)	24	–	darkwalker	Carbine	Assist (6)
Darkwalker Scoff	Naboo (Q)	25	–	darkwalker	Carbine	Assist (6)
Darkwalker Sentinel	Naboo (Q)	26	–	darkwalker	Carbine	Assist (6)
Darkwalker Systol	Naboo (Q)	27	–	darkwalker	Pistol	Assist (6)
Darkwalker Technick	Naboo (Q)	26	–	darkwalker	Polearm	Assist (6)
Darkwalker Triop	Naboo (Q)	27	–	darkwalker	Carbine	Assist (6)
Darkwalker Vindicator	Naboo (Q)	28	–	darkwalker	Carbine	Assist (6)|Stalker|Herd
Darlak (Jabba's Enforcer)	Tatooine	15	E	jabba (")	Sword	Assist (4)
Dathomir Prisoner	all	11	–	prisoner	Carbine	–
Dead Guard	Kash. (Ka)	32	–	kashyyyk	Melee	–
Death Watch Bloodguard	Endor	89	E	death watch (")	Melee	Assist (12)|Killer!
Death Watch Ghost	Endor	88	E	death watch (")	Ranged	Assist (12)|Killer!
Death Watch Overlord	Endor	89	B	death watch (")	Ranged	Can't be Slowed|Assist (12)|Killer!
Death Watch Wraith	Endor	88	E	death watch (")	Ranged	Assist (12)|Killer!
Decorated Imperial Colonel	all	50	E	Imperial (")	Carbine	–
Decorated Imperial Colonel	all	87	E	Imperial (")	Carbine	–
Decorated Rebel Colonel	all	50	E	Rebel (")	Carbine	–
Decorated Rebel Colonel	all	88	E	Rebel (")	Carbine	–
Dee Skaak	Naboo (Q)	30	E	skaak tipper gang	Pistol	Assist (6)|Herd
Deep Woods Poacher	Kash. (RT)	65	–	self	Rifle	Assist (24)
Delrice Capreese	all	22	–	valarian	Pistol	Killer
Deranged Lost Rodian Hunter	Kash. (RT)	64	–	lost rodian hunter	Pistol	Assist (24)
Derm Worrit	Naboo (Q)	25	E	borvo (")	Pistol	Assist (6)
Dervish	Tatooine	5	–	self	Carbine	Assist (10)|Stalker
Desert Demon	Tatooine	13	–	desert demon (")	Carbine	Assist (4)
Desert Demon Bodyguard	Tatooine	14	–	desert demon (")	Carbine	Assist (4)
Desert Demon Brawler	Tatooine	13	–	desert demon (")	Carbine or Pistol	Assist (4)
Desert Demon Leader	Tatooine	14	–	desert demon (")	Carbine	Assist (4)|Killer
Desert Demon Marksman	Tatooine	13	–	desert demon (")	Rifle	Assist (4)
Desert Swooper	Tatooine	2	–	swoop (")	Carbine	Assist (4)|Herd

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Desert Swooper Leader	Tatooine	3	–	swoop (")	Carbine	Assist (4)
Desert Thug	Tatooine	1	–	thug (")	Pistol	Assist (4)
Detention Security Guard	all	15	–	Imperial (")	Carbine	–
Diax	Dathomir	83	B	nightsister (")	Unarmed	–
Dim-U Abbot	Tatooine	4	–	dim-u	Unarmed	Herd
Dim-U Cleric	Tatooine	3	–	dim-u	Unarmed	–
Dim-U Monastery Nun	Tatooine	2	–	dim-u	Unarmed	Herd
Dim-U Monk	Tatooine	2	–	dim-u	Unarmed	Herd
Dim-U Preacher	Tatooine	5	–	dim-u	Unarmed	Herd
Dim-U Priestess	Tatooine	5	–	dim-u	Unarmed	Herd
Disciple Of Lord Nyax	Corellia	39	E	followers of lord nyax (")	Carbine	Assist (10)|Killer
Diskret Stahn	Mustafar	80	–	commoner	Pistol	Can't be harmed
Doak Sif	Talus	48	–	sif (")	Pistol	Assist (6)|Stalker|Killer
Donkuwah Battlelord	Endor	79	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Donkuwah Chieftain	Endor	80	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Donkuwah Cub	Endor	78	–	donkuwah tribe (")	Melee	Assist (12)
Donkuwah Laborer	Endor	78	–	donkuwah tribe (")	Melee	Assist (12)
Donkuwah Scout	Endor	76	–	donkuwah tribe (")	Melee	Assist (12)|Killer
Donkuwah Shaman	Endor	78	–	donkuwah tribe (")	Melee	Assist (12)|Killer
Donkuwah Spiritmaster	Endor	78	–	donkuwah tribe (")	Melee	Assist (12)|Killer
Donkuwah Tribesman	Endor	77	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Doogal Belstar	Naboo	25	–	mauler	Pistol	Assist (6)|Killer
Drall Abbot	Corellia	37	–	drall (")	Carbine	–
Drall Chieftain	Corellia	38	–	drall (")	Pistol	–
Drall Guard	all (Q)	27	–	Rebel (")	Sword	Stalker
Drall Guard	Corellia	36	–	drall (")	Carbine	–
Drall Master	Corellia	37	–	drall (")	Polearm	–
Drall Monk	Corellia	37	–	drall (")	Carbine	–
Drall Patriot	Corellia	37	–	drall (")	Pistol	–
Drall Patriot Conqueror	Corellia	38	–	drall (")	Carbine	Killer
Drall Patriot Foot Soldier	Corellia	37	–	drall (")	Carbine	Killer
Drall Patriot Legionnaire	Corellia	38	–	drall (")	Carbine	Killer
Drall Scientist	Corellia (Q)	24	–	self	Carbine	–
Drall Sentry	Corellia	37	–	drall (")	Carbine	–
Dread Pirate	all	22	–	pirate	Carbine	Assist (4)|Killer
Dren	Tatooine (Q)	3	–	thug	Carbine	Assist (4)
Dren Riddick	Tatooine (Q)	13	–	whitethranta	Rifle	Assist (5)|Killer
Driton Fitch	Naboo (Q)	30	E	mauler	Carbine	Assist (6)|Herd|Killer
Droid Corps Junior Technician	all	8	–	Imperial (")	Pistol	Stalker
Dubbin Sharr	Naboo (Q)	25	E	muskeg	Sword	Assist (6)|Killer
Dulok Outcast	Endor	72	–	dulok outcast	Ranged	Assist (12)|Killer
Dulok Outcast Raider	Endor	71	–	dulok outcast	Ranged	Assist (12)|Killer
Dune Stalker	Tatooine	5	–	dune stalker	Ranged	Assist (4)|Stalker
Dune Stalker Brawler	Tatooine	17	–	dune stalker	Unarmed	Assist (4)|Stalker
Dune Stalker Enforcer	Tatooine	18	–	dune stalker	Ranged	Assist (4)|Stalker
Dune Stalker Leader	Tatooine	19	–	dune stalker	Ranged	Assist (4)|Stalker
Dune Stalker Marksman	Tatooine	17	–	dune stalker	Carbine	Assist (4)|Stalker
Dune Stalker Scavenger	Tatooine	8	–	dune stalker	Ranged	Assist (4)|Stalker
Durge	Naboo	64	–	clone relics durge droid	Unarmed	–
Eerie Donkuwah Spiritmaster	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Eerie Korga Spiritmaster	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Eerie Pubam Spiritmaster	Endor	62	–	pubam (")	Unarmed	Assist (12)|Killer
Elite Canyon Corsair	Lok	45	–	corsairs (canyon corsair)	Carbine	Assist (8)|Killer
Elite Desert Swooper	Tatooine	3	–	swoop (")	Carbine	Assist (4)
Elite Highwayman	all	8	E	brigand	Rifle	Assist (10)|Killer
Elite Imperial Master Sergeant	all	34	E	Imperial (")	Carbine	Stalker
Elite Imperial Master Sergeant	all	79	E	Imperial (")	Carbine	Stalker
Elite Imperial Sand Trooper	all	50	E	Imperial (")	Carbine	–
Elite Imperial Sand Trooper	all	85	E	Imperial (")	Carbine	–
Elite Imperial Scout Trooper	all	45	E	Imperial (")	Carbine	–
Elite Imperial Scout Trooper	all	84	E	Imperial (")	Carbine	–
Elite Imperial Security Guard	all	25	E	Imperial (")	Carbine	–
Elite Imperial Security Guard	all	76	E	Imperial (")	Carbine	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Elite Imperial Stormcaptain	all	89	E	Imperial (")	Carbine	–
Elite Imperial Stormrifle	all	50	E	Imperial (")	Carbine	–
Elite Imperial Stormrifle	all	85	E	Imperial (")	Carbine	–
Elite Imperial Stormrifle	all	88	E	Imperial (")	Rifle	–
Elite Imperial Stormsniper	all	50	E	Imperial (")	Carbine	–
Elite Imperial Stormsniper	all	85	E	Imperial (")	Rifle	–
Elite Imperial Stormsniper	all	89	E	Imperial (")	Rifle	–
Elite Imperial Stormtrooper	all	50	E	Imperial (")	Carbine	–
Elite Imperial Stormtrooper	all	84	E	Imperial (")	Carbine	–
Elite Imperial Stormtrooper	all	89	E	Imperial (")	Carbine	–
Elite Novatrooper	all	82	E	Imperial (")	Carbine	Assist (12)|Killer!
Elite Novatrooper Commander	all	83	E	Imperial (")	Carbine	Assist (12)|Killer!
Elite Rebel Commando	all	70	E	Rebel (")	Carbine	Stalker
Elite Rebel Commando	all	89	E	Rebel (")	Carbine	Stalker
Elite Rebel Sand Rat	all	45	–	Rebel (")	Carbine	–
Elite Rebel Sand Rat	all	81	E	Rebel (")	Carbine	–
Elite Sand Trooper	all	45	–	Imperial (")	Carbine	–
Elite Sand Trooper	all	45	E	Imperial (")	Rifle	Killer
Elite Sand Trooper	all	81	E	Imperial (")	Carbine	–
Elite Sand Trooper Commando	all	75	E	Imperial (")	Carbine	–
Elite Sand Trooper Commando	all	87	E	Imperial (")	Carbine	–
Elite Sand Trooper Commando Veteran	all	89	E	Imperial (")	Carbine	–
Elite Weequay Zealot	Tatooine	17	E	weequay	Carbine	Stalker|Killer
Emanon	all	22	–	valarian	Pistol	Killer
Emperor's Hand	all	80	B	Imperial (")	Carbine	Can't be Slowed|Assist (0)|Killer!
Employed Elite Assassin	Gamma	10	E	emergence	Carbine	Assist (5)
Engineer Cobar	Mustafar	1	–	mustafar miner	Pistol	–
Enraged Donkuwah	Endor	79	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Enraged Korga	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Enraged Miner	Rori	7	–	self	Pistol	Assist (6)|Herd|Killer
Enraged Pubam	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer
Entertainer	all	1	–	townsperson (")	Pistol	Herd
Erran Sif	Talus	67	–	sif (")	Pistol	Assist (6)|Stalker|Killer!
Erriya (A Lost Soul)	Kash. (My)	64	E	myyydril urn	Carbine	–
Escaped Criminal	Tatooine	7	–	self	Carbine	Assist (4)
Escaped Nightsister Slave	Dathomir	71	–	escaped slave	Unarmed	Assist (12)
Escaped Singing Mountain Clan Slave	Dathomir	71	–	escaped slave	Unarmed	Assist (12)
Escaped Wookiee	Kashyyyk	55	–	kashyyyk	Unarmed	Assist (24)
Escara	Tatooine	1	–	townsperson	Unarmed	Can't be harmed
Evan Strehk	Naboo	27	E	strehkforce	Ranged	Assist (6)|Herd|Killer
Evil Hermit	Tatooine	2	–	evil	Pistol	Assist (4)
Evil Nomad	Tatooine	4	–	evil	Carbine or Polearm	Assist (4)
Evil Settler	Tatooine	1	–	evil	Pistol	Assist (4)
Ewok Outcast	Endor	72	–	ewok outcast	Ranged	Assist (12)
Ewok Outcast Raider	Endor	73	–	ewok outcast	Ranged	Assist (12)
Exemplar Zheus (Outcast)	Kash. (DF)	39	B	forest webweaver (outcast)	Polearm	–
Exiled Gungan	Naboo	31	E	borvo (")	Carbine	Assist (8)
Experienced Imperial Captain	all	45	E	Imperial (")	Carbine	–
Experienced Imperial Captain	all	85	E	Imperial (")	Carbine	–
Experienced Imperial Corporal	all	40	E	Imperial (")	Carbine	–
Experienced Imperial Corporal	all	78	E	Imperial (")	Carbine	–
Experienced Rebel Cadet	all	60	E	Rebel (")	Carbine	–
Experienced Rebel Cadet	all	85	E	Rebel (")	Carbine	–
Experienced Rebel Liberator	all	45	E	Rebel (")	Carbine	–
Experienced Rebel Liberator	all	84	E	Rebel (")	Carbine	–
Explorer	all	4	–	mercenary	Carbine	–
Eye Of Solitude	Corellia	35	–	solitude (Rebel)	Pistol	–
Fanatic Of Lord Nyax	Corellia	37	E	followers of lord nyax (")	Carbine	Assist (6)|Killer
Farious Gletch	Tatooine	8	–	townsperson	Unarmed	Can't be harmed

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Farmer	all	1	–	townsperson (")	Pistol	Herd
Farmer's Child	Tatooine	1	–	townsperson (")	Unarmed	Can't be harmed|Herd
Farmer's Wife	Tatooine	1	–	townsperson (")	Unarmed	Can't be harmed|Herd
Fath Hray	Dathomir	83	B	nightsister (")	Unarmed	–
Fatigued Rebel Officer	all	20	–	Rebel (")	Carbine	–
Fatigued Rebel Officer	all	67	E	Rebel (")	Carbine	–
Fed-Dub Captain	Talus	46	–	fed dub (")	Carbine	Herd
Fed-Dub Commander	Talus	47	–	fed dub (")	Unarmed	Herd
Fed-Dub Constable	Talus	40	–	fed dub (")	Carbine	Herd
Fed-Dub Investigator	Talus	43	–	fed dub (")	Carbine	Herd
Fed-Dub Patrolman	Talus	36	–	fed dub (")	Carbine	Herd
Fed-Dub Supporter	Talus	34	–	fed dub (")	Carbine	Herd
Feral Force Wielder	Dantooine	83	–	force renegade	Force Sword	Killer!
Feral Marauder	Endor	78	E	marauder (")	Rifle	Assist (12)|Killer
Feral Selonian	Corellia	39	–	self	Pistol	Killer
Feral Wookiee	Kash. (RT)	79	–	self	Unarmed	Assist (24)
Fidaval	all	1	–	npe bounty	Pistol	–
Fiend Of Lord Nyax	Corellia	39	E	followers of lord nyax (")	Carbine	Assist (6)|Killer
Fighting Romo Vax	Tatooine	20	–	sennex	Carbine	Assist (10)|Killer
Figrin Dan	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
First Brigade Captain	Rori	52	–	restuss (")	Carbine	Herd
First Brigade General	Rori	55	–	restuss (")	Pistol	–
First Brigade Gunner	Rori	36	–	restuss (")	Carbine	Herd
First Brigade Infiltrator	Rori	42	–	restuss (")	Sword	Stalker|Herd
First Brigade Marine	Rori	44	–	restuss (")	Polearm	Herd
First Brigade Officer	Rori	46	–	restuss (")	Pistol	Herd
First Brigade Scout	Rori	33	–	restuss (")	Rifle	Herd
First Brigade Sergeant	Rori	37	–	restuss (")	Carbine	Herd
First Brigade Technician	Rori	39	–	restuss (")	Pistol	Herd
First Brigade Trooper	Rori	31	–	restuss (")	Carbine	Herd
Fixer	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Flail Boss	Corellia	32	–	flail (")	Carbine	Assist (6)|Killer
Flail Butcher	Corellia	31	–	flail (")	Pistol	Assist (6)|Killer
Flail Cutthroat	Corellia	30	–	flail (")	Polearm	Assist (6)
Flail Enforcer	Corellia	30	–	flail (")	Carbine	Assist (6)
Flail Executioner	Corellia	30	–	flail (")	Carbine	Assist (6)|Killer
Flail Killer	Corellia	30	–	flail (")	Carbine	Assist (6)
Flail Slayer	Corellia	31	–	flail (")	Carbine	Assist (6)|Killer
Flangolial	Naboo (Q)	27	E	darkwalker	Carbine	Assist (6)|Herd|Killer
Flossin Noz	Naboo (Q)	30	E	muskeg	Sword	Assist (6)|Herd|Killer
Fnast Drexler	all	22	–	valarian	Carbine	Killer
Foot Of Solitude	Corellia	35	–	solitude (Rebel)	Pistol	–
Force Crystal Hunter	Dantooine	79	–	remnants of kun	Force Sword	Assist (12)|Killer!
Force Sensitive Villager Target	Dathomir	1	–	force sensitive villager (")	Carbine	–
Force-Sensitive Crypt Crawler	Dantooine	78	–	remnants of kun	Polearm	Killer
Force-Sensitive Renegade	Dantooine	80	–	force renegade	Unarmed	Killer
Force-Trained Archaist	Dantooine	79	–	force renegade	Force Sword	Killer!
Foreman Chivos	Mustafar	1	–	mustafar miner	Carbine	–
Foreman Donko Jen	Mustafar	1	–	mustafar miner	Pistol	–
Foreman Koseyet	Mustafar	80	–	mustafar miner	Ranged	–
Foreman Nurfa Laz'op	Mustafar	1	–	mustafar miner	Pistol	–
Forest Stalker	Kash. (Ka)	28	–	kashyyyk resistance (")	Ranged	Assist (24)
Forlorn Wookiee	Kash. (Ka)	23	–	mad wookiee	Unarmed	Assist (24)
Forsaken Force Drifter	Dantooine	80	–	force renegade	Unarmed	Killer
Foul Donkuwah Laborer	Endor	77	–	donkuwah tribe (")	Ranged	Assist (12)
Foul Korga Laborer	Endor	74	–	korga tribe (")	Unarmed	Assist (12)
Foul Pubam Laborer	Endor	64	–	pubam (")	Unarmed	Assist (12)
Frangee	Naboo	27	–	skaak tipper gang	Carbine	Stalker|Herd
Frantic Lost Rodian Hunter	Kash. (RT)	65	–	lost rodian hunter	Pistol	Assist (24)
Frenzied Donkuwah	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Frenzied Korga	Endor	75	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Frenzied Marauder	Endor	78	E	marauder (")	Rifle	Assist (12)|Killer!
Frenzied Pubam	Endor	66	–	pubam (")	Unarmed	Assist (12)|Killer

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Frenzied Treasure Hunter	Mustafar	82	E	ruin hunter	Pistol	Assist (24)|Killer
Fresh Rebel Rifleman	all	25	–	Rebel (")	Carbine	–
Fresh Rebel Rifleman	all	75	E	Rebel (")	Rifle	–
Frightened Rebel Recruit	all	14	–	Rebel (")	Carbine	Stalker
Frightened Rebel Recruit	all	64	E	Rebel (")	Carbine	Stalker
Fringer	all	4	–	mercenary	Carbine	–
Frontiersman	all	17	–	wilder	Carbine	Stalker|Killer
Fugitive	Tatooine	4	–	thug (")	Carbine	Assist (4)
Gadget Specialist	quest	19	–	townsperson	Unarmed	Can't be harmed
Gadsle Distombe	Dathomir	80	E	sith shadow (")	Force Sword	Assist (12)|Killer!
Gambler	all	4	–	mercenary	Carbine	Stalker
Gambler	all	5	–	thug (")	Carbine	Stalker
Gamorrean Guard	Tatooine	8	–	jabba (")	Carbine	Can't be harmed|Killer
Garyn's Dragoon	Rori	55	–	garyn (")	Sword	Assist (6)|Killer
Garyn's Lieutenant	Rori	59	–	garyn (")	Carbine	Assist (6)|Killer
Garyn's Marauder	Rori	52	–	garyn (")	Carbine	Assist (6)
Garyn's Mugger	Rori	45	–	garyn (")	Pistol	Assist (6)
Garyn's Pirate	Rori	44	–	garyn (")	Carbine	Assist (6)
Garyn's Prowler	Rori	39	–	garyn (")	Pistol	Assist (6)
Garyn's Raider	Rori	49	–	garyn (")	Sword	Assist (6)
Garyn's Thief	Rori	44	–	garyn (")	Carbine	Assist (6)|Stalker
Garyn's Vigo	Rori	60	–	garyn (")	Carbine	Assist (6)|Killer
General Brant Korra	all	82	E	Imperial (")	Carbine	Killer
General Garax Hadriin	all	82	E	Rebel (")	Carbine	Killer
General Otto	all	25	–	Imperial (")	Carbine	Killer
Genesis Red	Tansarri	5	–	genesis	Rifle	Assist (5)
Genesis Red Cronie	Tansarri	2	–	genesis	Carbine	–
Genesis Red Officer	Tansarri	3	–	genesis	Pistol	Assist (5)
Geonosian Scientist	Yavin 4	76	E	geonosian (g. mad bunker)	Pistol	–
Geonosian Technical Assistant	Yavin 4	76	E	geonosian (g. mad bunker)	Pistol	–
Geonosian Worker	Yavin 4	76	E	geonosian (g. mad bunker)	Carbine	–
Gerrik Lond	Tatooine	20	–	jabba (")	Unarmed	–
Gifted Gondula Shaman	Endor	79	–	gondula tribe (")	Ranged	–
Gifted Jinda Shaman	Endor	66	–	jinda tribe (")	Unarmed	–
Gifted Panshee Shaman	Endor	70	–	panshee tribe (")	Ranged	–
Gladius	Tatooine	14	E	rodian	Pistol	–
Gnarled Donkuwah Spiritmaster	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Gnarled Korga Spiritmaster	Endor	76	–	korga tribe (")	Unarmed	Killer!
Gnarled Pubam Spiritmaster	Endor	66	–	pubam (")	Unarmed	Assist (12)|Killer!
Gondula Chief	Endor	81	–	gondula tribe (")	Ranged	–
Gondula Cub	Endor	77	–	gondula tribe (")	Melee	–
Gondula Elder	Endor	79	–	gondula tribe (")	Ranged	–
Gondula Elder Worker	Endor	78	–	gondula tribe (")	Ranged	–
Gondula Kelbe	Endor	80	–	gondula tribe (")	Melee	–
Gondula Loremaster	Endor	78	–	gondula tribe (")	Ranged	–
Gondula Matriarch	Endor	78	–	gondula tribe (")	Ranged	–
Gondula Outcast	Endor	78	–	gondula tribe (")	Ranged	–
Gondula Ritualist	Endor	78	–	gondula tribe (")	Melee	–
Gondula Shaman	Endor	78	–	gondula tribe (")	Ranged	–
Gondula Tribesman	Endor	78	–	gondula tribe (")	Ranged	–
Gondula Veteran	Endor	79	–	gondula tribe (")	Ranged	–
Gondula Warrior	Endor	79	–	gondula tribe (")	Ranged	–
Gondula Worker	Endor	78	–	gondula tribe (")	Ranged	–
Gorr Ebelt	Naboo	20	–	jabba (")	Carbine	–
Gotal Hunt Leader	Kash. (RT)	83	E	gotal hunter rryatt	Rifle	Assist (24)
Gotal Hunter	Kash. (RT)	80	E	gotal hunter rryatt	Rifle	Assist (24)
Gotal Hunting Champion	Kash. (RT)	82	E	gotal hunter rryatt	Carbine	Assist (24)
Gotal Trapper	Kash. (RT)	81	E	gotal hunter rryatt	Rifle	Assist (24)
Governor	Naboo	7	–	naboo (")	Pistol	Herd

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Gramm Rile	Tatooine	20	–	townsperson (")	Rifle	Assist (10)|Killer
Grassland Blood Marauder	Endor	78	E	marauder (")	Melee	Assist (12)|Stalker|Killer!
Grassland Raider	Endor	75	–	marauder (")	Carbine	Assist (12)|Killer!
Graverobber Digger	Yavin 4	68	–	graverobber (scavenger)	Carbine	–
Graverobber Leader	Yavin 4	72	–	graverobber (scavenger)	Carbine	Assist (12)|Killer
Graverobber Member	Yavin 4	70	–	graverobber (scavenger)	Carbine	–
Greck's Assassin	Corellia	31	–	olag greck (")	Unarmed	Killer
Greck's Henchman	Corellia	23	–	olag greck (")	Pistol	–
Greck's Mugger	Corellia	28	–	olag greck (")	Carbine	–
Greck's Smuggler	Corellia	25	–	olag greck (")	Carbine	–
Grizzled Elite Imperial Sand Trooper	all	89	E	Imperial (")	Carbine	–
Grizzled Elite Imperial Scout Trooper	all	88	E	Imperial (")	Carbine	–
Grizzled Elite Rebel Commando	all	89	E	Rebel (")	Carbine	Stalker
Grizzled Elite Rebel Sand Rat	all	89	E	Rebel (")	Carbine	–
Grizzled Imperial Colonel	all	89	E	Imperial (")	Carbine	–
Grizzled Imperial Exterminator	gobal	89	E	Imperial (")	Carbine	–
Grizzled Rebel Colonel	all	89	E	Rebel (")	Carbine	–
Grizzled Rebel Liberator	all	88	E	Rebel (")	Carbine	–
Grizzled Rebel Munitions Expert	all	89	E	Rebel (")	Carbine	–
Grizzled Rebel Section Commander	all	89	E	Rebel (")	Carbine	–
Grizzled Rebel Soldier	all	88	E	Rebel (")	Carbine	–
Grungy Donkuwah Laborer	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Grungy Korga Laborer	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer
Grungy Pubam Laborer	Endor	65	–	pubam (")	Unarmed	Assist (12)|Killer
Gundark Desperado	Rori	34	–	gundark gang (thug)	Carbine	Stalker
Gundark Hooligan	Rori	31	–	gundark gang (thug)	Carbine	–
Gundark Raider	Rori	36	–	gundark gang (thug)	Carbine	–
Gundark Rogue	Rori	33	–	gundark gang (thug)	Pistol	–
Gundark Ruffian	Rori	37	–	gundark gang (thug)	Pistol	–
Gundark Crook	Rori	1	–	gundark gang (thug)	Carbine	–
Gungan Bomber	Naboo	24	–	gungan (")	Rifle or Carbine	–
Gungan Boss	Naboo	26	–	gungan (")	Carbine	–
Gungan Captain	Naboo	26	–	gungan (")	Polearm or Carbine	Killer
Gungan General	Naboo	26	–	gungan (")	Carbine or Pistol	Killer
Gungan Grand Army Soldier	Naboo	25	–	gungan (")	Rifle or Carbine	–
Gungan Guard	Naboo	24	–	gungan (")	Sword or Pistol	–
Gungan Hermit	Naboo	23	–	gungan (")	Pistol	–
Gungan Hunter	Naboo	24	–	gungan (")	Rifle	–
Gungan Kaadu Rider	Naboo	24	–	gungan (")	Carbine or Pistol	–
Gungan Mercenary	Naboo	14	–	mercenary	Sword or Pistol	Killer
Gungan Outcast	Naboo	23	–	self	Pistol	Assist (6)|Stalker|Killer
Gungan Priest	Naboo	23	–	gungan (")	Pistol	Herd
Gungan Reject	Naboo	31	E	borvo (")	Carbine	Assist (8)
Gungan Scout	Naboo	23	–	gungan (")	Rifle	–
Gungan War Chief	Naboo	26	–	gungan (")	Polearm or Carbine	Killer
Gunner	all	15	–	Imperial (")	Carbine	–
Gunrunner Leader	Tatooine	8	–	gunrunner	Carbine	Assist (4)
Gunrunner	Tatooine	5	–	gunrunner	Carbine	Assist (4)
Gunrunner	Tatooine	8	–	mercenary	Carbine	–
Gunrunner	Tatooine	14	–	mercenary	Carbine	Assist (4)
Gunrunner Sentry	Tatooine	6	–	gunrunner	Carbine	Assist (4)
Haggard Donkuwah Battlelord	Endor	79	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Haggard Pubam Battlelord	Endor	65	–	pubam (")	Unarmed	Assist (12)|Killer!
Hand Of Solitude	Corellia	35	–	solitude (Rebel)	Pistol	Killer
Hardened Gondula Warrior	Endor	79	–	gondula tribe (")	Ranged	Killer
Hardened Imperial Swamp Trooper	all	25	E	Imperial (")	Carbine	–
Hardened Imperial Swamp Trooper	Naboo	76	E	Imperial (")	Carbine	Assist (12)
Hardened Jinda Warrior	Endor	66	–	jinda tribe (")	Unarmed	Killer
Hardened Panshee Warrior	Endor	71	–	panshee tribe (")	Ranged	Killer
Harwakokok The Mighty	avatar	86	B	avatar kashyyyk (")	Melee	Assist (24)|Killer
Healthy Looking Wookiee	Kash. (Ka)	24	–	kashyyyk	Unarmed	–
Hedon Istee	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Hermit	Tatooine	1	–	townsperson (")	Pistol	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Hidden Daggers Activist	Corellia	32	–	hidden daggers (")	Carbine	–
Hidden Daggers Dissident	Corellia	33	–	hidden daggers (")	Pistol	–
Hidden Daggers Extremist	Corellia	33	–	hidden daggers (")	Carbine	Killer
Hidden Daggers Leader	Corellia	34	–	hidden daggers (")	Carbine	Killer
Hidden Daggers Lieutenant	Corellia	33	–	hidden daggers (")	Rifle	Killer
High Colonel	all	24	–	Imperial (")	Carbine	Killer
High Priest Of The Storm Lord	Mustafar	85	E	storm lord	Sword	Assist (24)|Killer
Highwayman	all	8	–	brigand	Rifle	Assist (4)|Killer
Hiram Bish	Corellia (Q)	19	E	corsec rogue (")	Rifle	Assist (6)
Hired Thug	Mustafar	70	–	thug	Pistol	Assist (24)
Hirsch Sif	Talus	57	–	sif (")	Carbine	Assist (6)|Stalker|Killer
Hostage	Tansarri	1	–	townsperson (")	Unarmed	Can't be harmed
Hunnos Jarkey	Naboo (Q)	26	E	self	Polearm	Assist (6)|Killer
Hunter	Talus	16	–	talus poachers	Rifle	Stalker|Killer
Hunter	all	5,7	–	mercenary	Rifle	Stalker
Hurt Guard	Tansarri	3	–	townsperson (")	Unarmed	Can't be harmed
Hutt Assassin	Tatooine	22	–	jabba (")	Pistol	Killer
Hutt Boss	Tansarri	5	–	npe hutt	Pistol	Assist (5)
Hutt Enforcer	Tatooine	22	–	jabba (")	Sword	–
Hutt Expeditionary Force Leader	Yavin 4	78	–	hutt (")	Carbine	Killer
Hutt Expeditionary Force Member	Yavin 4	80	–	hutt (")	Carbine	Killer
Hutt Expeditionary Force Surveyor	Yavin 4	77	–	hutt (")	Ranged	Killer
Hutt Minion Access Code	Tansarri (Q)	1	–	npe hutt	Carbine	Assist (4)
Hutt Minion Pistol	Tansarri (Q)	1	–	npe hutt	Carbine	Assist (24)
Hutt Outcast	Tatooine	2	–	self (jabba)	Pistol	–
Hutt Thug	Tansarri	1,2,3	–	npe hutt	Carbine or Pistol	Assist (4)
IG-106 Assassin Droid	Mustafar	1	–	mustafar miner	Pistol	–
Ikka Gesul	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Illiv Orfa	Mustafar	84	E	dark jedi	Jedi	Can't be Slowed|Assist (0)|Killer
Imperial 1st Lieutenant	all	20	–	Imperial (")	Carbine	–
Imperial 1st Lieutenant	all	68	E	Imperial (")	Carbine	–
Imperial Army Captain	all	21	–	Imperial (")	Carbine	Killer
Imperial Bombardier	all	25	–	Imperial (")	Carbine	–
Imperial Bombardier	all	75	E	Imperial (")	Carbine	–
Imperial Brigadier General	all	25	–	Imperial (")	Pistol or Carbine	Killer
Imperial Cadet	all	7	–	Imperial (")	Carbine	–
Imperial Cadet Squadleader	all	10	–	Imperial (")	Carbine	–
Imperial Captain	all	21	–	Imperial (")	Carbine	–
Imperial Captain	all	69	E	Imperial (")	Carbine	–
Imperial Colonel	all	23	–	Imperial (")	Carbine	Killer
Imperial Colonel	all	77	E	Imperial (")	Carbine	–
Imperial Comm Op	all	14	–	Imperial (")	Carbine	–
Imperial Comm Op	all	64	E	Imperial (")	Carbine	–
Imperial Comm Specialist	all	35	E	Imperial (")	Carbine	–
Imperial Comm Specialist	all	77	E	Imperial (")	Carbine	–
Imperial Command Security Guard	all	15	–	Imperial (")	Carbine	–
Imperial Command Security Guard	all	67	E	Imperial (")	Rifle	–
Imperial Coordinator	all	25	–	Imperial (")	Pistol	Can't be harmed
Imperial Corporal	all	16	–	Imperial (")	Carbine	–
Imperial Corporal	all	66	E	Imperial (")	Carbine	–
Imperial Dead-Eye	all	36	E	Imperial (")	Carbine	–
Imperial Dead-Eye	all	78	E	Imperial (")	Carbine	–
Imperial Defector	all	29	–	Rebel (")	Carbine	–
Imperial Deserter	Lok	45	–	nym (Rebel)	Carbine	Killer
Imperial Exterminator	all	28	–	Imperial (")	Carbine	–
Imperial Exterminator	Naboo	33	–	Imperial (")	Carbine	Killer
Imperial Exterminator	Naboo	75	E	Imperial (")	Carbine	Assist (12)
Imperial First Lieutenant	all	20	–	Imperial (")	Carbine	Killer
Imperial General	all	28	–	Imperial (")	Carbine	Killer

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Imperial High General	all	29	–	Imperial (")	Carbine	Killer
Imperial Informant	all (Q)	20	–	Imperial (")	Carbine	Can't be harmed|Killer
Imperial Inquisitor	all	80	E	Imperial (")	Unarmed	–
Imperial Inquisitor	all	83	E	Imperial (")	Carbine	–
Imperial Lance Corporal	all	15	–	Imperial (")	Carbine	–
Imperial Lieutenant Colonel	all	22	–	Imperial (")	Carbine	Killer
Imperial Lieutenant General	all	27	–	Imperial (")	Carbine	Killer
Imperial Major	all	21	–	Imperial (")	Carbine	Killer
Imperial Major General	all	26	–	Imperial (")	Carbine	Killer
Imperial Master Sergeant	all	18	–	Imperial (")	Carbine	Stalker|Killer
Imperial Master Sergeant	all	67	E	Imperial (")	Carbine	Stalker
Imperial Medic	all	16	–	Imperial (")	Carbine	–
Imperial Medic	all	65	E	Imperial (")	Carbine	–
Imperial Moff	all	28	–	Imperial (")	Carbine	Killer
Imperial Noncom	all	14	–	Imperial (")	Carbine	Stalker
Imperial Noncom	all	64	E	Imperial (")	Carbine	Stalker
Imperial Observer	Yavin 4	78	E	geonosian crazy (")	Carbine	Assist (12)|Killer
Imperial Officer	Dantooine	51	E	warren Imperial (")	Pistol	Killer
Imperial Officer Questgiver	all	21	–	Imperial (")	Unarmed	–
Imperial Pilot	all	20	–	Imperial (")	Carbine	Killer
Imperial Private	all	15	–	Imperial (")	Carbine	–
Imperial Recruiter	all	30	–	Imperial (")	Carbine	Can't be harmed
Imperial Research Captain	all (Q)	44	–	Rebel (")	Carbine	Herd|Killer
Imperial Research Guard	all (Q)	35	–	Rebel (")	Carbine	Herd
Imperial Retreat Guard	Naboo	80	B	Imperial (")	Carbine	Killer!
Imperial Sand Trooper	all	25	–	Imperial (")	Carbine	–
Imperial Sand Trooper	all	75	E	Imperial (")	Carbine	–
Imperial Scout Trooper	all	23	–	Imperial (")	Carbine	–
Imperial Scout Trooper	all	67	E	Imperial (")	Carbine	–
Imperial Second Lieutenant	all	20	–	Imperial (")	Carbine	Killer
Imperial Senior Cadet	all	8	–	Imperial (")	Carbine	–
Imperial Sergeant	all	16	–	Imperial (")	Carbine	–
Imperial Sergeant	all	65	E	Imperial (")	Carbine	–
Imperial Sergeant Major	all	19	–	Imperial (")	Carbine	Killer
Imperial Sharpshooter	all	17	–	Imperial (")	Carbine	–
Imperial Sharpshooter	all	66	E	Imperial (")	Rifle	–
Imperial Slicer	all (Q)	14	–	Rebel	Rifle	Killer
Imperial Slicer Gang	all (Q)	10	–	Rebel	Carbine	Killer
Imperial Specialist	all	13	–	Imperial (")	Carbine	–
Imperial Specialist	all	65	E	Imperial (")	Carbine	–
Imperial Staff Corporal	all	17	–	Imperial (")	Carbine	–
Imperial Staff Sergeant	all	17	–	Imperial (")	Carbine	–
Imperial Stealth Operative	all	16	–	Imperial (")	Carbine	Can't be harmed
Imperial Storm Commando	all	29	–	Imperial (")	Carbine	Stalker
Imperial Storm Commando	all	80	E	Imperial (")	Ranged	Stalker
Imperial Stormcaptain	all	29	–	Imperial (")	Carbine	–
Imperial Stormcaptain	all	81	E	Imperial (")	Carbine	–
Imperial Stormmedic	all	25	–	Imperial (")	Carbine	–
Imperial Stormmedic	all	74	E	Imperial (")	Carbine	–
Imperial Stormrifle	all	25	–	Imperial (")	Carbine	–
Imperial Stormrifle	all	79	E	Imperial (")	Carbine	–
Imperial Stormsniper	all	25	–	Imperial (")	Carbine	–
Imperial Stormsniper	all	75	E	Imperial (")	Carbine	–
Imperial Stormsurgeon	all	50	E	Imperial (")	Carbine	–
Imperial Stormsurgeon	all	85	E	Imperial (")	Carbine	–
Imperial Stormsurgeon	all	89	E	Imperial (")	Carbine	–
Imperial Stormtrooper	all	25	–	Imperial (")	Carbine	–
Imperial Stormtrooper	all	80	E	Imperial (")	Carbine	–
Imperial Stormtrooper Colonel	all	55	E	Imperial (")	Carbine	–
Imperial Stormtrooper Colonel	all	86	E	Imperial (")	Carbine	–
Imperial Stormtrooper Colonel	all	89	E	Imperial (")	Carbine	–
Imperial Stormtrooper Squad Leader	all	27	–	Imperial (")	Carbine	–
Imperial Stormtrooper Squad Leader	all	76	B	Imperial (")	Carbine	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Imperial Surface Marshall	all	30	–	Imperial (")	Carbine	Killer
Imperial Surgeon	all	33	E	Imperial (")	Carbine	–
Imperial Surgeon	all	77	E	Imperial (")	Carbine	–
Imperial Swamp Trooper	all	25	–	Imperial (")	Carbine	–
Imperial Swamp Trooper	Naboo	74	E	Imperial (")	Carbine	Assist (12)
Imperial Trooper	all	15	–	Imperial (")	Carbine	–
Imperial Warrant Officer I	all	19	–	Imperial (")	Carbine	Killer
Imperial Warrant Officer II	all	18	–	Imperial (")	Carbine	Killer
Imperial Warrant Officer, 1st Class	all	33	E	Imperial (")	Carbine	–
Imperial Warrant Officer, 1st Class	all	79	E	Imperial (")	Carbine	–
Imperial Warrant Officer, 2nd Class	all	18	–	Imperial (")	Carbine	–
Imperial Warrant Officer, 2nd Class	all	67	E	Imperial (")	Carbine	–
Imperial Worker	Dantooine	50	E	warren Imperial worker (")	Pistol	Herd
Imprisoned Imperial Officer	all	11	–	Imperial (")	Unarmed	–
Imprisoned Jabba Employee	all	11	–	jabba (")	Unarmed	–
Imprisoned Rebel Soldier	all	11	–	Rebel (")	Carbine	–
Industrial Spy	all	5,7	–	mercenary	Carbine or Pistol	–
Inexperienced Rebel Cadet	all	29	–	Rebel (")	Carbine	–
Inexperienced Rebel Cadet	all	78	E	Rebel (")	Carbine	–
Information Broker	all	1	–	mercenary	Pistol	Stalker
Information Officer	all	25	–	Imperial (")	Pistol	Can't be harmed
Information Officer	all	25	–	Rebel (")	Pistol	Can't be harmed
Inquisitorium Dark Trooper	Mustafar	83	–	Imperial (")	Polearm	Killer
Inquisitorium Hunter	Mustafar	81	E	Imperial (")	Sword	Killer
Insane Kitonak	Tatooine	1	–	self	Carbine	Assist (4)|Stalker
Iris Tananda Sinclair	all	22	–	valarian	Pistol	Killer
Ithes Olok	Mustafar	80	–	commoner	Pistol	Can't be harmed
Ithorian Musician	Tatooine	8	–	townsperson	Unarmed	–
Jabba Medic	Tatooine	14	–	jabba (")	Carbine	–
Jabba's Assassin	Tatooine	15	–	jabba (")	Pistol	Killer
Jabba's Compound Guard	Tatooine	14	–	jabba (")	Carbine	Killer
Jabba's Enforcer	Tatooine	15	–	jabba (")	Sword or Carbine	–
Jabba's Henchman	Tatooine	14	–	jabba (")	Carbine	Stalker
Jabba's Scout	Tatooine	14	–	jabba (")	Rifle	–
Jabba's Swooper	Tatooine	13	–	jabba (")	Carbine	Stalker
Jabba's Swooper Leader	Tatooine	14	–	jabba (")	Carbine	Stalker
Jabba's Thief	Tatooine	13	–	jabba (")	Pistol	–
Jabba's Thug	Tatooine	13	–	jabba (")	Pistol	–
Janelle	Naboo	28	E	mountaintop smuggler	Carbine	Assist (6)|Herd|Killer
Janta Clan Leader	Dantooine	77	–	janta tribe (")	Primitive Weapons	Herd|Killer
Janta Harvester	Dantooine	74	–	janta tribe (")	Primitive Weapons	Herd
Janta Herbalist	Dantooine	74	–	janta tribe (")	Primitive Weapons	Herd
Janta Hunter	Dantooine	76	–	janta tribe (")	Primitive Weapons	Herd|Killer
Janta Loreweaver	Dantooine	74	–	janta tribe (")	Primitive Weapons	Herd|Killer
Janta Primalist	Dantooine	75	–	janta tribe (")	Primitive Weapons	Herd
Janta Rockshaper	Dantooine	76	–	janta tribe (")	Primitive Weapons	Herd
Janta Scout	Dantooine	75	–	janta tribe (")	Primitive Weapons	Herd|Killer
Janta Shaman	Dantooine	76	–	janta tribe (")	Primitive Weapons	Herd|Killer
Janta Soothsayer	Dantooine	77	–	janta tribe (")	Primitive Weapons	Herd
Janta Tribesman	Dantooine	76	–	janta tribe (")	Primitive Weapons	Herd|Killer
Janta Warrior	Dantooine	77	–	janta tribe (")	Primitive Weapons	Herd
Jawa	Tatooine	16	–	jawa (")	Carbine	Stalker
Jawa Avenger	Tatooine	18	–	jawa (")	Carbine	Stalker|Killer
Jawa Engineer	Tatooine	16	–	jawa (")	Pistol	Herd
Jawa Healer	Tatooine	16	–	jawa (")	Pistol	Herd
Jawa Henchman	Tatooine	16	–	jawa (")	Pistol	Stalker
Jawa Leader	Tatooine	5	–	jawa	Pistol	Can't be harmed|Herd
Jawa Leader	Tatooine	17	–	jawa (")	Carbine	Stalker
Jawa Protector	Tatooine	17	–	jawa (")	Carbine	Stalker|Killer

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Jawa Smuggler	Tatooine	17	–	jawa (")	Carbine	–
Jawa Techinician	avatar	70	E	avatar blackscale (jawa)	Ranged	–
Jawa Thief	Tatooine	16	–	jawa (")	Pistol	Herd
Jawa Warlord	Tatooine	18	–	jawa (")	Carbine	Stalker|Killer
Jaye Hawkson	Naboo (Q)	26	E	mummer gang	Pistol	Assist (6)|Herd|Killer
Jerga Dronus	Tatooine	1	–	thug (")	Pistol	Assist (4)
Jessk	Tatooine	32	–	mercenary	Carbine	–
Jilljoo Jab	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Jinda Chief	Endor	67	–	jinda tribe (")	Unarmed	Assist (12)|Killer
Jinda Cub	Endor	64	–	jinda tribe (")	Unarmed	Stalker
Jinda Elder	Endor	65	–	jinda tribe (")	Unarmed	–
Jinda Elder Worker	Endor	65	–	jinda tribe (")	Unarmed	–
Jinda Loremaster	Endor	64	–	jinda tribe (")	Unarmed	–
Jinda Matriarch	Endor	64	–	jinda tribe (")	Unarmed	–
Jinda Outcast	Endor	63	–	jinda outcast (jinda tribe)	Unarmed	Assist (12)
Jinda Ritualist	Endor	66	–	jinda tribe (")	Unarmed	–
Jinda Shaman	Endor	67	–	jinda tribe (")	Unarmed	–
Jinda Tribesman	Endor	66	–	jinda tribe (")	Unarmed	–
Jinda Veteran	Endor	68	–	jinda tribe (")	Unarmed	Assist (12)|Killer
Jinda Warrior	Endor	67	–	jinda tribe (")	Unarmed	Assist (12)
Jinda Worker	Endor	64	–	jinda tribe (")	Unarmed	–
Jinkins	Lok	20	–	nym (")	Unarmed	–
Joie Skaak(A Skaak Tipper)	Naboo	27	E	skaak tipper gang	Carbine	Assist (4)|Stalker|Herd
Jonni Skaak	Naboo	21	E	skaak tipper gang	Carbine	Assist (10)|Stalker|Herd
Jorund	Tatooine	1	–	townsperson	Unarmed	Can't be harmed
Jowres	Naboo	1	–	townsperson	Unarmed	Can't be harmed
Jubai Laetlii	Tatooine	22	B	self	Unarmed	Assist (6)|Killer
Judge	all	1	–	townsperson (")	Unarmed	Can't be harmed
Fencer	all	1	–	townsperson (")	Carbine	Herd
Kaeline Ungasan	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Kahmurra Bio Engineer	Talus	1	–	kahmurra	Pistol	–
Kais	Dathomir	80	B	nightsister (")	Unarmed	–
Kalesh (Hutt Assassin)	Tatooine	22	E	jabba (")	Pistol	Assist (4)|Killer
Kardeer	Tatooine	20	–	valarian (")	Unarmed	–
Keeper Grigova	Kash. (SC)	82	B	blackscale	Polearm	Assist (24)|Killer
Kermollus Preen	Naboo (Q)	26	–	self	Carbine	Assist (6)
Kerritamba Assassin	Kash. (DF)	37	–	forest kerritamba (")	Ranged	–
Kerritamba Warrior	Kash. (DF)	36	–	forest kerritamba (")	Ranged	–
Keska	Tatooine (Q)	18	–	mercenary	Ranged	Can't be harmed|Assist (6)
Kitster Banai	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Kleetuz	Tatooine (Q)	16	–	thug	Pistol	Assist (4)|Stalker|Killer
Knives Gunrunner	Tatooine (Q)	14	–	mercenary	Carbine	Assist (4)
Kobola Assassin	Rori	46	–	kobola (")	Pistol	Stalker|Killer
Kobola Foreman	Rori	44	–	kobola (")	Carbine	–
Kobola Guard	Rori	40	–	kobola (")	Carbine	–
Kobola Miner	Rori	34	–	kobola (")	Pistol	Herd
Kobola Pitboss	Rori	49	–	kobola (")	Carbine	Killer
Kobola Smuggler	Rori	37	–	kobola (")	Carbine	Stalker
Kobola Thief	Rori	36	–	kobola (")	Pistol	Stalker
Kobola Underboss	Rori	51	–	kobola (")	Carbine	Killer
Kole	Lok	20	–	nym (")	Unarmed	–
Korga Adept	Endor	74	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Korga Ancient	Endor	77	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Korga Battlelord	Endor	77	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Korga Chieftain	Endor	78	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Korga Cub	Endor	74	–	korga tribe (")	Unarmed	–
Korga Dark Shaman	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Korga Elder	Endor	78	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Korga Laborer	Endor	74	–	korga tribe (")	Unarmed	Killer
Korga Scout	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer
Korga Spiritmaster	Endor	77	–	korga tribe (")	Unarmed	Assist (12)|Killer
Kormund Thrylle	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Krayt Cult Acolyte	Tatooine (Q)	7	–	krayt cult	Pistol	Assist (4)

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Krayt Cult Ministrant	Tatooine (Q)	8	–	krayt cult	Pistol	Assist (4)
Krayt Cult Monk	Tatooine (Q)	10	–	krayt cult	Polearm	Assist (4)
Krayt Cult Novice	Tatooine (Q)	6	–	krayt cult	Pistol	Assist (4)
Krayt Cult Zealot	Tatooine (Q)	9	–	krayt cult	Polearm	Assist (4)
Krinar	Tatooine	21	E	alkhara (")	Polearm	Stalker|Killer
Kunga Clan Leader	Dantooine	72	–	kunga tribe (")	Primitive Weapons	Herd|Killer
Kunga Clan Primalist	Dantooine	71	–	kunga tribe (")	Primitive Weapons	Herd
Kunga Harvester	Dantooine	70	–	kunga tribe (")	Primitive Weapons	Herd
Kunga Herbalist	Dantooine	70	–	kunga tribe (")	Primitive Weapons	Herd
Kunga Hunter	Dantooine	70	–	kunga tribe (")	Primitive Weapons	Herd|Killer
Kunga Loreweaver	Dantooine	69	–	kunga tribe (")	Primitive Weapons	Herd|Killer
Kunga Rockshaper	Dantooine	70	–	kunga tribe (")	Primitive Weapons	Herd
Kunga Scout	Dantooine	69	–	kunga tribe (")	Primitive Weapons	Herd|Killer
Kunga Shaman	Dantooine	71	–	kunga tribe (")	Primitive Weapons	Herd|Killer
Kunga Soothsayer	Dantooine	70	–	kunga tribe (")	Primitive Weapons	Herd
Kunga Tribe Member	Dantooine	71	–	kunga tribe (")	Primitive Weapons	Herd|Killer
Kunga Warrior	Dantooine	71	–	kunga tribe (")	Primitive Weapons	Herd
Kweeta	Mustafar	80	–	commoner	Pistol	Can't be harmed
Kylaena Haley	Dathomir	80	E	sith shadow (")	Polearm	Assist (12)|Killer!
Laen Pieweto	Kash. (Et)	47	B	chiss poacher etyyy	Rifle	Assist (24)
Lance Bombardier	all	16	–	Imperial (")	Carbine	Stalker
Larence	Naboo	5	–	townsperson	Unarmed	Can't be harmed
Lava Miner	Mustafar	80	–	mustafar miner (")	Ranged	–
Lerat Zom	Corellia	20	–	thug (")	Unarmed	–
Lesser Prophet Of The Dark Side	all	80	E	Imperial (")	Jedi	Killer!
Lesser Prophet Of The Light Side	all	80	E	Rebel (")	Jedi	Killer
Librarian	all	2	–	townsperson (")	Carbine	Herd
Lieutenant Heb Nee	Rori	50	–	rorgungan (")	Sword	Assist (6)|Herd|Killer
Lieutenant Ori	Rori	30	–	rorgungan (")	Rifle	Assist (6)|Herd|Killer
Lilas Dinhint	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Lislot Bloodscar	Mustafar	80	B	treasure hunter	Pistol	Can't be Slowed|Assist (24)|Killer!
Lobarorr	Kashyyyk	60	E	kashyyyk	Melee	Assist (24)|Killer
Lonnley Bolgar	Naboo	22	E	beachcomber	Pistol	Assist (12)|Herd
Lookout	all (Q)	11	–	lookout (jabba)	Rifle	Killer
Lord Nyax	Corellia	40	B	followers of lord nyax (")	Rifle	Assist (6)|Stalker|Killer
Lorne Prestar	Tatooine	20	–	townsperson (")	Carbine	Assist (10)|Killer
Lost Aqualish Bomber	Talus	43	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd
Lost Aqualish Captain	Talus	47	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd
Lost Aqualish Commando	Talus	43	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd|Killer
Lost Aqualish Infiltrator	Talus	45	–	lost aqualish reg. (lost aq.)	Pistol	Assist (6)|Stalker|Herd
Lost Aqualish Lookout	Talus	37	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd
Lost Aqualish Marksman	Talus	43	–	lost aqualish reg. (lost aq.)	Rifle	Assist (6)|Herd
Lost Aqualish Marshall	Talus	50	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd|Killer
Lost Aqualish Outrider	Talus	40	–	lost aqualish reg. (lost aq.)	Rifle	Assist (6)|Herd
Lost Aqualish Scout	Talus	36	–	lost aqualish reg. (lost aq.)	Rifle	Assist (6)|Herd
Lost Aqualish Soldier	Talus	39	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd
Lost Aqualish Warchief	Talus	52	–	lost aqualish reg. (lost aq.)	Carbine	Assist (6)|Herd|Killer
Lost Aqualish Warrior	Talus	42	–	lost aqualish reg. (lost aq.)	Pistol	Assist (6)|Herd
Lost Soul	Kash. (My)	63	E	myyydril urn	Pistol	–
Lt. Harburik	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Lyda Thugs	all (Q)	10	–	thug	Pistol	Assist (4)|Killer
Mission Bounty (M.B.) NPCs						
M.B. Aakuan Assassin	bounty	70	E	bounty target	Polearm	Killer
M.B. Aakuan Champion	bounty	70	B	bounty target	Rifle	Killer!
M.B. Aakuan Defender	bounty	20	–	bounty target	Polearm	Killer
M.B. Aakuan Guardian	bounty	35	–	bounty target	Polearm	Killer
M.B. Aakuan Sentinal	bounty	20	–	bounty target	Pistol	Killer
M.B. Aakuan Spice Guard	bounty	35	–	bounty target	Sword	Killer
M.B. Aakuan Warder	bounty	70	E	bounty target	Polearm	Killer

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
M.B. Afarathu Cult Leader	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Alkhara Bandit King	bounty	35	E	bounty target	Rifle	Killer
M.B. Alkhara Champion	bounty	20	–	bounty target	Carbine	Killer
M.B. Alkhara Lieutenant	bounty	20	–	bounty target	Rifle	Killer
M.B. Alliance Intelligence Case Officer	bounty	35	E	Rebel (")	Rifle	Killer
M.B. Area Coordinator	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Assassin	bounty	35	–	bounty target	Pistol	Killer
M.B. Beldonnas Enforcer	bounty	35	–	bounty target	Carbine	Killer
M.B. Beldonnas Marshal	bounty	35	–	bounty target	Carbine	Killer
M.B. Beldonnas Scout	bounty	20	–	bounty target	Rifle	Killer
M.B. Beldonnas Soldier	bounty	20	–	bounty target	Pistol	Killer
M.B. Binayre Chief	bounty	35	–	bounty target	Rifle	Assist (12)|Killer
M.B. Binayre Pirate	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Binayre Smuggler	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Binayre Swindler	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Blood Razor Cutthroat	bounty	70	E	bounty target	Pistol	Assist (12)|Killer
M.B. Blood Razor Pirate Elite	bounty	70	E	bounty target	Polearm	Assist (12)|Killer
M.B. Blood Razor Pirate Strong	bounty	35	–	bounty target	Polearm	Assist (12)|Killer
M.B. Blood Razor Pirate Weak	bounty	20	–	bounty target	Polearm	Assist (12)|Killer
M.B. Blood Razor Scout	bounty	70	E	bounty target	Rifle	Assist (12)|Killer
M.B. Borvos Champion	bounty	35	E	bounty target	Pistol	Killer
M.B. Borvos Guard	bounty	20	–	bounty target	Sword	Killer
M.B. Borvos Thief	bounty	20	–	bounty target	Pistol	Killer
M.B. Borvos Thug	bounty	20	–	bounty target	Carbine	Killer
M.B. Brigade General	bounty	35	–	bounty target	Pistol	Killer
M.B. Brigade Marine	bounty	20	–	bounty target	Polearm	Killer
M.B. Brigade Officer	bounty	20	–	bounty target	Pistol	Killer
M.B. Brigand Leader	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Canyon Corsair Cutthroat	bounty	70	E	bounty target	Pistol	Assist (12)|Killer
M.B. Canyon Corsair Pirate Strong	bounty	70	E	bounty target	Carbine	Assist (12)|Killer
M.B. Canyon Corsair Pirate Weak	bounty	70	E	bounty target	Carbine	Assist (12)|Killer
M.B. Canyon Corsair Scout	bounty	70	E	bounty target	Rifle	Assist (12)|Killer
M.B. Chadra Fan Assassin	bounty	20	–	bounty target	Pistol	Killer
M.B. Cobral Assassin	bounty	35	–	bounty target	Carbine	Killer
M.B. Cobral Bandit	bounty	20	–	bounty target	Unarmed	Killer
M.B. Cobral Boss	bounty	70	E	bounty target	Pistol	Assist (12)|Killer
M.B. Cobral Hitman	bounty	35	–	bounty target	Rifle	Killer
M.B. Cobral Overlord	bounty	70	B	bounty target	Polearm	Assist (12)|Killer!
M.B. Cobral Runner	bounty	20	–	bounty target	Pistol	Killer
M.B. Commando	bounty	20	–	bounty target	Carbine	Killer
M.B. Corsec Agent	bounty	20	–	bounty target	Carbine	Killer
M.B. Corsec Captain	bounty	35	–	bounty target	Rifle	Killer
M.B. Corsec Chief	bounty	70	E	bounty target	Rifle	Killer
M.B. Corsec Comissioner	bounty	70	E	bounty target	Carbine	Killer
M.B. Corsec Investigator	bounty	20	–	bounty target	Carbine	Killer
M.B. Corsec Major	bounty	35	–	bounty target	Carbine	Killer
M.B. Corsec Traitor	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Desert Demon Bodyguard	bounty	20	–	bounty target	Carbine	Killer
M.B. Desert Demon Leader	bounty	20	–	bounty target	Carbine	Killer
M.B. Dread Pirate	bounty	35	–	bounty target	Carbine	Assist (12)|Killer
M.B. Dune Stalker Brawler	bounty	20	–	bounty target	Unarmed	Assist (12)|Killer
M.B. Dune Stalker Enforcer	bounty	35	–	bounty target	Ranged	Assist (12)|Killer
M.B. Dune Stalker Leader	bounty	35	–	bounty target	Ranged	Assist (12)|Killer
M.B. Dune Stalker Marksman	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Flail Boss	bounty	35	E	bounty target	Carbine	Assist (12)|Killer
M.B. Flail Butcher	bounty	35	–	bounty target	Pistol	Assist (12)|Killer
M.B. Flail Cutthroat	bounty	20	–	bounty target	Polearm	Assist (12)|Killer
M.B. Flail Enforcer	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Flail Executioner	bounty	35	–	bounty target	Carbine	Assist (12)|Killer
M.B. Flail Killer	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Flail Slayer	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Garyn Dragoon	bounty	35	–	bounty target	Sword	Assist (12)|Killer
M.B. Garyn Lieutenant	bounty	70	E	bounty target	Carbine	Assist (12)|Killer

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
M.B. Garyn Marauder	bounty	35	–	bounty target	Carbine	Assist (12)|Killer
M.B. Garyn Mugger	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Garyn Pirate	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Garyn Raider	bounty	20	–	bounty target	Sword	Assist (12)|Killer
M.B. Garyn Thief	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Garyn Vigo	bounty	70	E	bounty target	Carbine	Assist (12)|Killer
M.B. Gungan Boss	bounty	20	–	bounty target	Carbine	Killer
M.B. Gungan General	bounty	35	E	bounty target	Carbine	Killer
M.B. Gungan Grand Army Soldier	bounty	20	–	bounty target	Rifle	Killer
M.B. Gungan Guard	bounty	20	–	bounty target	Sword	Killer
M.B. Gungan Hunter	bounty	20	–	bounty target	Rifle	Killer
M.B. Gungan Kaadu Rider	bounty	20	–	bounty target	Carbine	Killer
M.B. Hidden Daggers Leader	bounty	20	–	bounty target	Sword	Killer
M.B. Hutt Expedition Force Leader	bounty	35	–	bounty target	Carbine	Killer
M.B. Imperial Deserter	bounty	70	E	nym (Rebel)	Carbine	Killer
M.B. Jabba Assassin	bounty	20	–	bounty target	Pistol	Killer
M.B. Jabba Enforcer	bounty	20	–	bounty target	Sword	Killer
M.B. Kobola Assassin	bounty	20	–	bounty target	Pistol	Killer
M.B. Kobola Foreman	bounty	20	–	bounty target	Carbine	Killer
M.B. Kobola Pitboss	bounty	20	–	bounty target	Carbine	Killer
M.B. Liberation Activist	bounty	35	–	bounty target	Carbine	Killer
M.B. Liberation Fanatic	bounty	20	–	bounty target	Carbine	Killer
M.B. Liberation Reactionist	bounty	20	–	bounty target	Carbine	Killer
M.B. Lord Nyax Disciple	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lord Nyax Fanatic	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lord Nyax Fiend	bounty	35	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lord Nyax Visionary	bounty	70	E	bounty target	Carbine	Assist (12)|Killer
M.B. Lord Nyax Zealot	bounty	35	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lost Aqualish Bomber	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lost Aqualish Captain	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lost Aqualish Infiltrator	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Lost Aqualish Marksman	bounty	20	–	bounty target	Rifle	Assist (12)|Killer
M.B. Lost Aqualish Marshal	bounty	35	–	bounty target	Carbine	Assist (12)|Killer
M.B. Lost Aqualish Warchief	bounty	70	B	bounty target	Sword	Assist (12)|Killer!
M.B. Marooned Pirate	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Marooned Pirate Captain	bounty	35	E	bounty target	Carbine	Assist (12)|Killer
M.B. Marooned Pirate Engineer	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Marooned Pirate First Mate	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Mauler	bounty	20	–	bounty target	Pistol	Assist (12)|Killer
M.B. Mauler Lord	bounty	35	E	bounty target	Pistol	Assist (12)|Killer
M.B. Mercenary Messenger	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Mercenary Weak	bounty	70	E	bounty target	Carbine	Assist (12)|Killer
M.B. Narmle Captain	bounty	20	–	bounty target	Carbine	Killer
M.B. Narmle Colonel	bounty	35	E	bounty target	Carbine	Killer
M.B. Narmle Commander	bounty	35	–	bounty target	Carbine	Killer
M.B. Narmle Commando	bounty	20	–	bounty target	Carbine	Killer
M.B. Narmle Major	bounty	20	–	bounty target	Carbine	Killer
M.B. Nym Bodyguard	bounty	70	E	bounty target	Carbine	Killer
M.B. Nym Brawler	bounty	35	–	bounty target	Pistol	Killer
M.B. Nym Guard Weak	bounty	70	E	bounty target	Carbine	Killer
M.B. Nym Patrol Weak	bounty	70	E	bounty target	Carbine	Killer
M.B. Nym Pirate Elite	bounty	70	E	bounty target	Carbine	Killer
M.B. Nym Pirate Strong	bounty	35	–	bounty target	Carbine	Killer
M.B. Nym Pirate Weak	bounty	35	–	bounty target	Carbine	Killer
M.B. Nym Surveyer	bounty	20	–	bounty target	Carbine	Killer
M.B. Pathfinder	bounty	20	–	bounty target	Rifle	Killer
M.B. Pirate Captain	bounty	20	–	bounty target	Carbine	Killer
M.B. Pirate Leader	bounty	20	–	bounty target	Carbine	Killer
M.B. Rebel Army Captain	bounty	35	E	Rebel (")	Carbine	Killer

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
M.B. Rebel Brigadier General	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel Colonel	bounty	35	E	Rebel (")	Carbine	Killer
M.B. Rebel Commando	bounty	70	E	Rebel (")	Ranged	Killer
M.B. Rebel Corporal	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel First Lieutenant	bounty	35	E	Rebel (")	Carbine	Killer
M.B. Rebel General	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel High General	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel Lance Corporal	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Lieutenant Colonel	bounty	35	E	Rebel (")	Carbine	Killer
M.B. Rebel Lieutenant General	bounty	70	B	Rebel (")	Carbine	Killer
M.B. Rebel Major	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Rebel Major General	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel Master Sergeant	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Medic	bounty	20	–	Rebel (")	Pistol	Killer
M.B. Rebel Scout	bounty	20	–	Rebel (")	Rifle	Killer
M.B. Rebel Scout Female	bounty	20	–	Rebel (")	Rifle	Killer
M.B. Rebel Second Lieutenant	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Second Lieutenant	bounty	35	E	Rebel (")	Carbine	Killer
M.B. Rebel Sergeant	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Sergeant Major	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Specforce Captain	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel Specforce Colonel	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel Specforce General	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Rebel Specforce Guerrilla	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Specforce Pathfinder	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Specforce Sergeant	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Rebel Staff Corporal	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Staff Sergeant	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Surface Marshal	bounty	70	B	Rebel (")	Carbine	Killer
M.B. Rebel Trooper	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Warrant Officer I	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rebel Warrant Officer II	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Rorgungan Warchief	bounty	20	–	bounty target	Carbine	Killer
M.B. Rsf Captain	bounty	20	–	bounty target	Carbine	Killer
M.B. Rsf Palace Guard	bounty	20	–	bounty target	Carbine	Killer
M.B. Rsf Security Officer	bounty	20	–	bounty target	Carbine	Killer
M.B. Sen. Specforce Hvy. Weapons Spec	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Senior Specforce Guerrilla	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Senior Specforce Infiltrator	bounty	35	–	Rebel (")	Sword	Killer
M.B. Senior Specforce Lieutenant	bounty	35	E	Rebel (")	Carbine	Killer
M.B. Senior Specforce Marine	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Senior Specforce Pathfinder	bounty	35	–	Rebel (")	Rifle	Killer
M.B. Senior Specforce Technician	bounty	35	–	Rebel (")	Pistol	Killer
M.B. Senior Specforce Wilderness Trooper	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Sharpshooter	bounty	20	–	bounty target	Rifle	Killer
M.B. Specforce Heavy Weapons Specialist	bounty	20	–	Rebel (")	Sword	Killer
M.B. Specforce Infiltrator	bounty	20	–	Rebel (")	Sword	Killer
M.B. Specforce Interrogator	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Specforce Lieutenant	bounty	35	E	Rebel (")	Carbine	Killer
M.B. Specforce Major	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Specforce Marine	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Specforce Master Sergeant	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Specforce Procurement Specialist	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Specforce Technician	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Specforce Wilderness Operative	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Specops Agent	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Specops Alliance Free Agent	bounty	70	E	Rebel (")	Carbine	Killer
M.B. Specops Trooper	bounty	20	–	Rebel (")	Carbine	Killer
M.B. Spice Collective Eliteguard	bounty	35	E	bounty target	Carbine	Killer
M.B. Spice Collective Foreman	bounty	20	–	bounty target	Carbine	Killer
M.B. Spice Collective Heavyguard	bounty	35	–	bounty target	Carbine	Killer
M.B. Stranded Rebel Soldier	bounty	35	–	Rebel (")	Carbine	Killer
M.B. Terrorist	bounty	20	–	bounty target	Pistol	Killer

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
M.B. Trade Federation Avenger	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Trade Federation Zealot	bounty	20	–	bounty target	Carbine	Assist (12)|Killer
M.B. Warder	bounty	35	–	bounty target	Carbine	Killer
Mad Scientist	all	11	–	townsperson (")	Pistol	–
Mad Wookiee	Kash. (Ka)	24	–	mad wookiee	Unarmed	Assist (24)
Maddened Lost Rodian Hunter	Kash. (RT)	66	–	lost rodian hunter	Pistol	Assist (24)
Maerzen	Naboo	27	–	skaak tipper gang	Carbine	Stalker|Herd
Mand Bunker Crazed Miner	Endor	85	E	death watch (")	Unarmed	Assist (12)
Marauder	Endor	78	E	marauder (")	Rifle	Assist (12)|Killer
Marcus Gaw	Naboo (Q)	25	E	darkwalker	Carbine	Assist (6)|Killer
Maris Fahrs	Naboo	28	E	strehkforce	Pistol	Assist (6)|Herd|Killer
Marooned Pirate	Lok	36	–	pirates of lok	Carbine	Assist (8)|Killer
Marooned Pirate Captain	Lok	37	–	pirates of lok	Carbine	Assist (8)|Killer
Marooned Pirate Engineer	Lok	38	–	pirates of lok	Carbine	Assist (8)|Killer
Marooned Pirate First Mate	Lok	36	–	pirates of lok	Carbine	Assist (8)|Killer
Master Level Slicer	Tansarri	5	–	npe blacksun	Pistol	Assist (5)
Master Prophet Of The Dark Side	all	80	E	Imperial (")	Unarmed	Killer!
Master Thief	all	13	–	mercenary	Pistol	Killer
Master Thief	all	14	–	thug (")	Pistol	Killer
Masterful Ewok Warrior	Endor	78	–	gondula tribe (")	Ranged	–
Masterful Jinda Warrior	Endor	66	–	jinda tribe (")	Unarmed	Assist (12)|Killer
Masterful Panshee Warrior	Endor	71	–	panshee tribe (")	Ranged	Killer
Mat Rags	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Mauler	Naboo	22	–	mauler	Carbine or Pistol	Assist (6)|Stalker|Killer
Mauler Acolyte	Naboo	22	–	mauler	Pistol	Assist (6)
Mauler Apprentice	Naboo	20	–	mauler	Pistol	Assist (6)|Killer
Mauler Apprentice	Naboo	25	–	mauler	Carbine	Assist (6)|Killer
Mauler Battlesword	Naboo	26	–	mauler	Pistol	Assist (6)
Mauler Beastmaster	Naboo	23	–	mauler	Pistol	Assist (6)|Killer
Mauler Champion	Naboo	22	–	mauler	Pistol	Assist (6)|Killer
Mauler Disciple	Naboo	23	–	mauler	Pistol	Assist (6)|Killer
Mauler Fanatic	Naboo (Q)	28	–	mauler	Pistol	Assist (6)
Mauler Fiend	Naboo (Q)	30	–	mauler	Pistol	Assist (6)
Mauler Gore Master	Naboo	28	E	mauler	Pistol	Assist (6)|Killer
Mauler Guard	Naboo	26	–	mauler	Pistol	Assist (6)
Mauler Lord	Naboo	27	–	mauler	Pistol	Assist (6)|Killer
Mauler Master	Naboo	25	–	mauler	Pistol	Assist (6)|Killer
Mauler Mentor	Naboo	25	–	mauler	Pistol	Assist (6)|Killer
Mauler Shadow Stalker	Naboo	26	–	mauler	Pistol	Assist (6)|Stalker|Killer
Mauler Strongman	Naboo	24	–	mauler	Pistol	Assist (6)
Mauler Usurper	Naboo	28	–	mauler	Pistol	Assist (6)|Killer
Mauler Warblaster	Naboo	27	–	mauler	Carbine	Assist (6)
Mauler Warlord	Naboo	24	–	mauler	Pistol	Assist (6)|Killer
Mauler Zealot	Naboo (Q)	29	–	mauler	Carbine	Assist (6)
Mayor	Naboo	4	–	naboo (")	Carbine or Pistol	Herd
Meatlump Buffoon	Corellia	31	–	meatlump (")	Carbine	Herd
Meatlump Clod	Corellia	28	–	meatlump (")	Pistol	–
Meatlump Cretin	Corellia	28	–	meatlump (")	Pistol	–
Meatlump Dunder	Corellia	12	–	meatlump (")	Pistol	Assist (12)
Meatlump Fool	Corellia	26	–	meatlump (")	Carbine	Herd
Meatlump Lieutenant	Corellia (Q)	15	–	meatlump (")	Pistol	Can't be harmed
Meatlump Loon	Corellia	30	–	meatlump (")	Carbine	–
Meatlump Lunk	Corellia	13	–	meatlump (")	Pistol	Assist (12)
Meatlump Oaf	Corellia	29	–	meatlump (")	Carbine	–
Meatlump Stooge	Corellia	27	–	meatlump (")	Carbine	–
Mechthorian	Naboo (Q)	26	E	stonewall labs	Ranged	Assist (6)|Killer
Medic	all	4	–	townsperson (")	Pistol	Herd
Megan Drlar	Yavin 4	20	–	thug (")	Unarmed	–
Melios Purl	Tatooine	8	–	townsperson	Unarmed	Can't be harmed

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Mellichae	Dathomir	85	B	sith shadow (")	Jedi	Can't be Slowed|Assist (12)|Killer!
Mensix Corp. Merchant	Mustafar	1	–	mustafar miner	Pistol	–
Mercenary	all	11	–	mercenary	Carbine	Stalker
Mercenary Assist	all	11	–	mercenary	Carbine	Assist (4)|Killer
Mercenary Commander	Lok	55	–	merc (lok mercenaries)	Carbine	Assist (8)|Stalker|Killer
Mercenary Destroyer	Lok	54	–	merc (lok mercenaries)	Carbine	Assist (8)|Killer
Mercenary Elite	Lok	56	–	merc (lok mercenaries)	Carbine	Assist (8)|Stalker|Killer
Mercenary Hireling Imp	all	20	–	merc	Unarmed	Assist (6)|Killer
Mercenary Hireling Reb	all	20	–	merc	Unarmed	Assist (6)|Killer
Mercenary Leader	all	78	E	merc	Carbine	Assist (12)|Killer
Mercenary Messenger	Lok	55	–	merc (lok mercenaries)	Carbine	Assist (8)
Mercenary Sentry	Yavin 4	78	E	geonosian (g. mad bunker)	Carbine	Assist (12)|Killer
Mercenary Soldier	all	72	–	merc	Carbine	Assist (12)|Stalker|Killer
Mercenary Warlord	Lok	56	–	merc (lok mercenaries)	Carbine	Assist (8)|Stalker|Killer
Merkie Howzat	Corellia (Q)	14	–	meatlump (")	Pistol	Assist (12)
Mia	Naboo	1	–	townsperson	Unarmed	Can't be harmed
Mikos Denari	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Milo Mensix	Mustafar	1	–	mustafar miner	Pistol	–
Mind Of Solitude	Corellia	36	–	solitude (Rebel)	Carbine	–
Mindless Treasure Hunter	Mustafar	80	–	ruin hunter	Pistol	Assist (24)|Killer
Miner	all	1	–	townsperson (")	Pistol	–
Miner	Endor	85	E	death watch (")	Pistol	Herd
Miner Crew Chief On Strike	Mustafar	73	–	mustafar miner	Ranged	–
Miner On Strike	Mustafar	70	–	mustafar miner	Pistol or Carbine	–
Miner Renlo Hens	Mustafar	1	–	mustafar miner	Pistol	–
Minion Of Lord Nyax	Corellia	38	E	followers of lord nyax (")	Carbine	Assist (6)
Moisture Farmer	Tatooine	1	–	townsperson (")	Carbine or Pistol	Can't be harmed|Herd
Moisture Thief	Tatooine	2	–	thug (")	Sword	Assist (4)
Mokk Clan Leader	Dantooine	68	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd|Killer
Mokk Clan Primalist	Dantooine	64	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd
Mokk Harvester	Dantooine	66	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd
Mokk Herbalist	Dantooine	65	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd
Mokk Hunter	Dantooine	66	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd|Killer
Mokk Loreweaver	Dantooine	64	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd|Killer
Mokk Rockshaper	Dantooine	66	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd
Mokk Scout	Dantooine	64	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd|Killer
Mokk Shaman	Dantooine	65	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd|Killer
Mokk Soothsayer	Dantooine	67	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd
Mokk Tribesman	Dantooine	66	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd|Killer
Mokk Warrior	Dantooine	68	–	mokk tribe (")	Primitive Weapons	Assist (12)|Herd
Montrus	Naboo	27	–	skaak tipper gang	Carbine	Stalker|Herd
Monumenter Bandit	Corellia	28	–	monumenter (")	Pistol	–
Monumenter Marauder	Corellia	26	–	monumenter (")	Pistol	–
Monumenter Smuggler	Corellia	31	–	monumenter (")	Pistol	–
Mordran	Naboo	32	E	borvo (")	Sword	Assist (8)|Killer
Morkov	Naboo (Q)	36	–	clone relics armsdealer	Unarmed	Can't be harmed|Stalker
Morkov Courier	Naboo (Q)	30	–	clone relics armsdealer	Unarmed	–
Mos Eisely Police Lieutenant	Tatooine	15	–	Imperial (")	Carbine	Stalker
Mos Eisely Police Officer	Tatooine	13	–	Imperial (")	Carbine	–
Mos Eisely Police Sergeant	Tatooine	14	–	Imperial (")	Carbine	Stalker
Mos Entha Security Officer	all	35	–	Imperial (")	Carbine	–
Mos Espa Security Officer	all	35	–	townsperson (")	Carbine	–
Mos Taike Cantina Owner	Tatooine	20	–	townsperson (")	Pistol	Assist (10)|Killer
Mos Taike Mayor	Tatooine	20	–	townsperson (")	Pistol	Assist (10)|Killer
Mos Taike Security Officer	all	35	–	townsperson (")	Carbine	–
Mos Taike Veteran Guard	Tatooine	20	–	townsperson (")	Carbine	Assist (10)|Killer
Mountain Poacher	Corellia (Q)	24	–	profcomm	Carbine	Assist (4)
Mountain Vesp	Naboo	1	–	mountain villager	Carbine	–
Mountain Villager	Naboo	1	–	mountain villager	Carbine	–
Mountaintop Smuggler	Naboo	27	–	mountaintop smuggler	Carbine	Assist (6)
Mountaintop Spice Runner	Naboo	28	–	mountaintop smuggler	Carbine	Assist (6)
Mtara Vinram	Corellia (Q)	17	E	corsec rogue (")	Rifle	Assist (6)
Mummer Bane	Naboo (Q)	25	–	mummer gang	Pistol	Assist (6)|Herd

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NPCs (Continued)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Mummer Brute	Naboo	24	–	mummer gang	Pistol	Assist (6)|Herd
Mummer Bully	Naboo	20	–	mummer low (thug)	Pistol	Herd
Mummer Cut-Throat	Naboo	26	–	mummer gang (thug)	Pistol	Herd
Mummer Flailer	Naboo	26	–	mummer gang	Pistol	Assist (6)|Herd
Mummer Goon	Naboo	25	–	mummer gang	Pistol	Assist (6)|Herd
Mummer Marauder	Naboo	28	–	mummer gang (thug)	Pistol	Herd
Mummer Mercenary	Naboo	25	–	mummer gang (thug)	Pistol	Herd
Mummer Punk	Naboo	20	–	mummer low (thug)	Pistol	–
Mummer Ruffian	Naboo	19	–	mummer low (thug)	Pistol	Herd
Mummer Salver	Naboo (Q)	26	–	mummer gang	Pistol	Assist (6)|Herd
Mummer Scientist	Naboo (Q)	27	–	mummer gang	Pistol	Assist (6)|Herd
Mummer Thug	Naboo	20	–	mummer low (thug)	Pistol	Herd
Mummer Toxer	Naboo (Q)	24	–	mummer gang	Pistol	Assist (6)|Herd
Muskeg Anarchist	Naboo (Q)	28	–	muskeg	Carbine	Assist (6)
Muskeg Extremist	Naboo (Q)	29	–	muskeg	Carbine	Assist (6)
Muskeg Fanatic	Naboo (Q)	25	–	muskeg	Carbine	Assist (6)
Muskeg Radical	Naboo (Q)	24	–	muskeg	Carbine	Assist (6)
Muskeg Reactionary	Naboo (Q)	30	–	muskeg	Carbine	Assist (6)
Muskeg Zealot	Naboo (Q)	25	–	muskeg	Carbine	Assist (6)
Mustafarian Lava Miner	Mustafar	1	–	mustafar miner	Pistol	–
Mustafarian Miner	Mustafar	1	–	mustafar miner	Pistol	–
Mustafarian Mining Droid	Mustafar	1	–	mustafar miner	Pistol	–
Myssith	Kash. (DF)	38	E	hsskor	Carbine	Assist (24)
Naboo Dissident	Naboo	4	–	thug (")	Carbine	Herd
Naboo Dread Pirate	Naboo	23	–	naboo pirates (")	Carbine	Assist (6)
Naboo Gunrunner	Naboo	14	–	mercenary	Carbine	Assist (4)
Naboo Holy Man	Naboo	1	–	naboo (")	Pistol	Herd
Naboo Kidnapped Noble	Naboo	20	–	townsperson (")	Unarmed	–
Naboo Monk	Naboo	1	–	self	Unarmed	Herd
Naboo Nomad	Naboo	2	–	naboo nomad	Pistol	–
Naboo Pirate	Naboo	21	–	naboo pirates (")	Carbine	Assist (6)
Naboo Pirate Armsman	Naboo	22	–	naboo pirates (")	Pistol	Assist (6)|Killer
Naboo Pirate Butcher	Naboo	25	–	naboo pirates (")	Carbine	Assist (6)
Naboo Pirate Crewman	Naboo	22	–	naboo pirates (")	Carbine	Assist (6)
Naboo Pirate Cuttroat	Naboo	22	–	naboo pirates (")	Polearm	Assist (6)|Stalker
Naboo Pirate Lieutenant	Naboo	22	–	naboo pirates (")	Carbine	Assist (6)|Killer
Naboo Pirate Mugger	Naboo	24	–	naboo pirates (")	Pistol	Assist (6)
Naboo Pirate Raider	Naboo	27	–	naboo pirates (")	Carbine	Assist (6)
Naboo Pirate Savage	Naboo	25	–	naboo pirates (")	Polearm	Assist (6)|Stalker
Naboo Pirate Swashbuckler	Naboo	26	–	naboo pirates (")	Pistol	Assist (6)
Naboo Police	Naboo	26	–	RSF (naboo security force)	Carbine	–
Naboo Police Chief	Naboo	28	–	RSF (naboo security force)	Carbine	–
Naboo Police Officer	Naboo	26	–	RSF (naboo security force)	Carbine	–
Naive Gondula Workling	Endor	78	–	gondula tribe (")	Ranged	–
Naive Jinda Workling	Endor	64	–	jinda tribe (")	Unarmed	–
Naive Panshee Workling	Endor	70	–	panshee tribe (")	Melee	–
Narmle Militia Captain	Rori	46	–	narmle (")	Carbine	Herd
Narmle Militia Colonel	Rori	50	–	narmle (")	Carbine	Herd
Narmle Militia Commander	Rori	52	–	narmle (")	Carbine	Herd
Narmle Militia Commando	Rori	48	–	narmle (")	Carbine	Herd|Killer
Narmle Militia Ensign	Rori	30	–	narmle (")	Carbine	Herd
Narmle Militia Grenadier	Rori	39	–	narmle (")	Carbine	Herd
Narmle Militia Guard	Rori	33	–	narmle (")	Carbine	Herd
Narmle Militia Lieutenant	Rori	36	–	narmle (")	Carbine	Herd
Narmle Militia Major	Rori	48	–	narmle (")	Carbine	Herd
Narmle Militia Rifleman	Rori	42	–	narmle (")	Rifle	Herd
Nedgarr Bandit	Corellia (Q)	16	–	nedgar bandits	Pistol	Assist (6)
Neimoidian	Mustafar	1	–	mustafar miner	Pistol	–
Neina	all	1	–	emergence	Unarmed	Can't be harmed

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Neo-Cobral Assassin	Rori	54	–	cobral (")	Carbine	Killer
Neo-Cobral Bandit	Rori	48	–	cobral (")	Unarmed	–
Neo-Cobral Boss	Rori	58	–	cobral (")	Pistol	Assist (6)|Killer
Neo-Cobral Hitman	Rori	50	–	cobral (")	Rifle	Stalker
Neo-Cobral Overlord	Rori	60	–	cobral (")	Polearm	Assist (6)|Killer
Neo-Cobral Runner	Rori	44	–	cobral (")	Pistol	–
Neo-Cobral Thief	Rori	42	–	cobral (")	Pistol	Stalker
Neo-Cobral Thug	Rori	40	–	cobral (")	Pistol	Assist (6)
Network Leader	all	11	–	Rebel (")	Carbine	–
Nightsister Elder	Dathomir	82	B	nightsister (")	Force Sword	Can't be Slowed|Assist (12)|Killer!
Nightsister Initiate	Dathomir	76	E	nightsister (")	Force Sword	Assist (12)|Stalker|Killer
Nightsister Outcast	Dathomir	76	E	nightsister (")	Force Sword	Assist (12)|Killer!
Nightsister Protector	Dathomir	81	E	nightsister (")	Force Sword	Assist (12)|Killer!
Nightsister Rancor Tamer	Dathomir	79	E	nightsister (")	Force Sword	Assist (12)|Killer!
Nightsister Ranger	Dathomir	79	E	nightsister (")	Force Sword	Assist (12)|Stalker|Killer!
Nightsister Sentinel	Dathomir	80	E	nightsister (")	Force Sword	Assist (12)|Killer!
Nightsister Sentry	Dathomir	77	E	nightsister (")	Force Sword	Assist (12)
Nightsister Slave	Dathomir	15	–	townsperson (")	Unarmed	Assist (12)
Nightsister Slave	Dathomir	78	E	nightsister (")	Unarmed	Assist (12)
Nightsister Spell Weaver	Dathomir	81	E	nightsister (")	Force Sword	Can't be Slowed|Assist (12)|Killer!
Nightsister Stalker	Dathomir	80	E	nightsister (")	Force Sword	Assist (12)|Stalker|Killer!
Nitra Vendallan	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Noble	all	2	–	townsperson (")	Pistol	Herd
Noble Male	all	2	–	townsperson (")	Pistol	Herd
Nomad	Tatooine	1	–	townsperson (")	Pistol	–
Nomad Chief	Naboo	5	–	naboo nomad	Carbine	Stalker
Novatrooper	all	80	E	Imperial (")	Carbine	Assist (12)|Killer!
Novatrooper Cadet	all	80	E	Imperial (")	Carbine	Assist (8)|Killer!
Novatrooper Captain	all	82	E	Imperial (")	Carbine	Assist (12)|Killer!
Novatrooper Commander	all	82	E	Imperial (")	Carbine	Assist (12)|Killer!
Novatrooper Ensign	all	81	E	Imperial (")	Carbine	Assist (12)|Killer!
Novatrooper Medic	all	80	E	Imperial (")	Carbine	Assist (12)|Killer
Novatrooper Squad Leader	all	81	E	Imperial (")	Carbine	Assist (12)|Killer!
Novice Creature Handler	all	5	–	Rebel (")	Carbine	–
Novice Force Mystic	Dantooine	79	–	force renegade	Force Sword	Killer!
Nym's Bodyguard	Lok	55	–	nym (")	Carbine	Killer
Nym's Brawler	Lok	53	–	nym (")	Pistol	Killer
Nym's Destroyer	Lok	55	–	nym (")	Carbine	Killer
Nym's Elite Guard	Lok	58	–	nym (")	Carbine	Killer
Nym's Elite Patrol	Lok	58	–	nym (")	Carbine	Stalker|Killer
Nym's Elite Pirate	Lok	57	–	nym (")	Carbine	Killer
Nym's Guard	all	7	–	nym	Carbine	Killer
Nym's Guard	Lok	57	–	nym (")	Carbine	Killer
Nym's Patrol	Lok	58	–	nym (")	Carbine	Stalker|Killer
Nym's Pirate	Lok	57	–	nym (")	Carbine	Killer
Nym's Surveyor	Lok	56	–	nym (")	Carbine	Killer
Officer M'kae	all	60	E	Imperial (")	Unarmed	Can't be harmed
Officer Nok	all	22	–	valarian	Pistol	Killer
Official	Naboo	1	–	naboo (")	Carbine	Herd
Olayyyk	Kash. (DF)	39	E	forest kerritamba (")	Ranged	–
Om Aynat	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Otolla Gungan	Naboo	26	–	gungan (")	Carbine	–
Outcast Assassin	Kash. (DF)	38	E	forest webweaver (outcast)	Rifle	–
Outcast Gungan	Naboo	31	E	borvo (")	Carbine	Assist (8)
Outlaw	all	4	–	thug (")	Carbine	Stalker
Outrider	all	8	–	wilder	Carbine	–
Overlord Rrynt'vor	Gamma	10	E	emergence	Carbine	Assist (5)
Palace Guard	Naboo	28	–	RSF (naboo security force)	Carbine	Killer
Palace Guard	Naboo	85	B	RSF (naboo security force)	Carbine	Killer!
Panshee Chief	Endor	71	–	panshee tribe (")	Melee	–
Panshee Cub	Endor	69	–	panshee tribe (")	Melee	–
Panshee Elder	Endor	71	–	panshee tribe (")	Ranged	–
Panshee Elder Worker	Endor	71	–	panshee tribe (")	Ranged	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Panshee Loremaster	Endor	71	–	panshee tribe (")	Ranged	–
Panshee Matriarch	Endor	71	–	panshee tribe (")	Ranged	–
Panshee Ritualist	Endor	71	–	panshee tribe (")	Ranged	–
Panshee Shaman	Endor	71	–	panshee tribe (")	Melee	–
Panshee Tribesman	Endor	71	–	panshee tribe (")	Ranged	–
Panshee Veteran	Endor	71	–	panshee tribe (")	Ranged	–
Panshee Warrior	Endor	71	–	panshee tribe (")	Melee	–
Panshee Worker	Endor	71	–	panshee tribe (")	Ranged	–
Passive Wookiee Captive	Kash. (Ka)	24	–	kashyyyk	Unarmed	–
Pathfinder	all	19	–	wilder	Rifle	Stalker|Killer
Peddler Fence	Naboo (Q)	25	–	peddler	Pistol	Assist (6)
Peddler Frontman	Naboo (Q)	26	–	peddler	Pistol	Assist (6)
Pei Yi	Mustafar	80	–	commoner	Pistol	Can't be harmed
Pfilbee Jhorn	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Phantoms Bandit	Mustafar	69	–	mustafar miner	Pistol	Assist (24)|Killer
Philosopher	Naboo	1	–	townsperson (")	Carbine or Pistol	Herd
Phinea Shantee	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Pilot	all	7	–	mercenary	Carbine	–
Pirate	all	11	–	pirate (")	Carbine	–
Pirate	all	17	–	thug (")	Carbine	–
Pirate	Tatooine	20	–	pirate	Carbine	Assist (10)|Killer
Pirate Armsman	all	13	–	pirate	Carbine	Killer
Pirate Captain	all	19	–	pirate	Carbine	Killer
Pirate Crewman	all	2	–	pirate	Carbine	–
Pirate Cutthroat	all	5	–	pirate	Carbine	Stalker|Killer
Pirate Leader	all	17	–	pirate (")	Carbine	Killer
Pirate Leader	Tatooine	23	–	pirate	Carbine	Assist (10)|Killer
Pirate Lieutenant	all	15	–	pirate (")	Carbine	Killer
Pirate Male	all	11	–	pirate (")	Carbine	–
Pirate Privateer	all	8	–	pirate	Carbine	Killer
Pirate Squab	all	1	–	pirate	Carbine	Stalker
Plague Victim	Tatooine	2	–	townsperson (")	Pistol or Carbine	–
Plainsfolk	Naboo	1	–	townsperson (")	Pistol or Carbine	–
Plasma Bandit	Naboo	3	–	plasma thief (bandit)	Carbine	–
Plasma Thief	Naboo	1	–	plasma thief (")	Pistol	–
Plasma Thief Leader	Naboo	5	–	plasma thief (")	Sword	–
Plasma-Thieving Swamp Trooper	Naboo	32	–	Imperial (")	Carbine	Killer
Plasma-Thieving Swamp Trooper Captain	Naboo	31	–	Imperial (")	Carbine	Killer
Pletus Croix	Mustafar	1	–	commoner	Pistol	–
Poacher	Talus	17	–	talus poachers	Carbine	Stalker|Killer
Processed Wookiee	avatar	50	E	kashyyyk	Ranged	–
Proficient Gondula Worker	Endor	77	–	gondula tribe (")	Ranged	–
Proficient Jinda Worker	Endor	64	–	jinda tribe (")	Unarmed	–
Proficient Panshee Worker	Endor	71	–	panshee tribe (")	Melee	–
Prophet Of The Dark Side	all	80	E	Imperial (")	Unarmed	Killer
Prophet Of The Storm Lord	Mustafar	87	B	storm lord	Jedi	Assist (24)|Killer!
Pubam Battlelord	Endor	65	–	pubam (")	Unarmed	Assist (12)|Killer!
Pubam Chieftan	Endor	60	–	pubam (")	Unarmed	Assist (12)|Killer!
Pubam Cub	Endor	65	–	pubam (")	Unarmed	Assist (12)
Pubam Dark Shaman	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer!
Pubam Scout	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer!
Pubam Spiritmaster	Endor	66	–	pubam (")	Unarmed	Assist (12)
Pubam Tribesman	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer!
Pwwoz Pwwa	Mustafar	83	E	dark jedi	Force Sword	Killer!
Quest Hero Of Tatooine Liar One	Tatooine	1	–	townsperson (")	Carbine	Can't be harmed|Herd
Quest Hero Of Tatooine Liar Two	Tatooine	1	–	townsperson (")	Carbine	Can't be harmed|Herd
Ragtag Blackjack	Corellia	13	–	ragtag gang	Carbine	Assist (6)
Ragtag Kook	Corellia	11	–	ragtag gang (thug)	Carbine	Herd
Ragtag Loon	Corellia	12	–	ragtag gang (thug)	Carbine	Stalker

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Ragtag Lunatic	Corellia	14	–	ragtag gang (thug)	Carbine	–
Ragtag Maniac	Corellia	15	–	ragtag gang (thug)	Carbine	–
Ragtag Sentry	Corellia	14	–	ragtag gang	Carbine	Assist (6)
Rakir Banai	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Rak'qua Aphotic	Gamma	2	–	emergence	Polearm	–
Rak'qua Fervent	Gamma	1	–	emergence	Polearm	Can't be harmed
Rak'qua Guardian	Gamma	3,5	–	emergence	Pistol	Assist (5)
Rak'qua Medicine Man	Gamma	3,5	–	emergence	Pistol	Assist (5)
Rak'qua Pistoleer	Gamma	3	–	emergence	Pistol	–
Rak'qua Rifleman	Gamma	6	–	emergence	Carbine	Assist (5)
Rak'qua Shaman	Gamma	3	–	emergence	Pistol	–
Rak'qua Warrior	Gamma	2	–	emergence	Polearm	–
Rancher	Tatooine	1	–	townsperson (")	Unarmed	Can't be harmed|Herd
Rancher	all	11	–	townsperson (")	Pistol	Herd
Rancher's Wife	Tatooine	1	–	townsperson (")	Unarmed	Can't be harmed|Herd
Rando M' Kabe	Tatooine	22	–	valarian	Carbine	–
Razor Runner Commando	Mustafar	79	–	coyn	Ranged	Assist (24)
Razor Runner Elite Trooper	Mustafar	82	E	coyn	Rifle	Assist (24)|Killer
Razor Runner Shock Trooper	Mustafar	80	E	coyn	Rifle	Assist (24)|Killer
Razor Runner Trooper	Mustafar	77	–	coyn	Rifle	Assist (24)
Rebel Admiral	all	83	E	Rebel (")	Pistol	Assist (6)|Killer!
Rebel Army Captain	all	21	–	Rebel (")	Carbine	Killer
Rebel Brigadier General	all	25	–	Rebel (")	Carbine	Killer
Rebel Captain	all	21	–	Rebel (")	Carbine	–
Rebel Captain	all	68	E	Rebel (")	Carbine	–
Rebel Colonel	all	24	–	Rebel (")	Carbine	Killer
Rebel Colonel	all	69	E	Rebel (")	Carbine	–
Rebel Comm Officer	all	35	E	Rebel (")	Carbine	–
Rebel Comm Officer	all	77	E	Rebel (")	Carbine	–
Rebel Comm Op	all	14	–	Rebel (")	Carbine	–
Rebel Comm Op	all	64	E	Rebel (")	Carbine	–
Rebel Commandant	all	82	E	Rebel (")	Pistol	Assist (6)|Killer!
Rebel Commando	all	25	–	Rebel (")	Carbine	Killer
Rebel Commando	all	29	–	Rebel (")	Carbine	Stalker
Rebel Commando	all	77	E	Rebel (")	Carbine	–
Rebel Commodore	all	82	E	Rebel (")	Carbine	Assist (6)|Killer!
Rebel Coordinator	all	25	–	Rebel (")	Pistol	Can't be harmed
Rebel Corporal	all	16	–	Rebel (")	Carbine	–
Rebel Corporal	all	65	E	Rebel (")	Carbine	–
Rebel Crewman	all	22	–	Rebel (")	Carbine	Killer
Rebel Dead-Eye	all	36	E	Rebel (")	Carbine	–
Rebel Dead-Eye	all	78	E	Rebel (")	Carbine	–
Rebel Defector	all	29	–	Imperial (")	Carbine	Killer
Rebel Elite Commando	all	81	E	Rebel (")	Carbine	Stalker
Rebel Engineer	all	80	E	Rebel (")	Rifle	Assist (6)|Killer!
Rebel Ensign	all	81	E	Rebel (")	Carbine	Assist (12)|Killer!
Rebel Field Corporal	all	40	E	Rebel (")	Carbine	–
Rebel Field Corporal	all	78	E	Rebel (")	Carbine	–
Rebel First Lieutenant	all	20	–	Rebel (")	Carbine	Killer
Rebel First Mate	all	80	E	Rebel (")	Carbine	Assist (6)|Killer!
Rebel General	all	28	–	Rebel (")	Carbine	Killer
Rebel Grenadier	all	25	–	Rebel (")	Carbine	–
Rebel Grenadier	all	75	E	Rebel (")	Carbine	–
Rebel Guard	all	25	–	Rebel (")	Carbine	–
Rebel Guard	all	74	E	Rebel (")	Carbine	–
Rebel Guard Captain	all	25	–	Rebel (")	Carbine	–
Rebel Guard Captain	all	76	E	Rebel (")	Carbine	–
Rebel Gungan Captain	Naboo	21	–	Rebel (")	Carbine	Killer
Rebel Gungan War Chief	Naboo	20	–	Rebel (")	Carbine	Killer
Rebel High General	all	29	–	Rebel (")	Carbine	Killer
Rebel Lance Corporal	all	15	–	Rebel (")	Carbine	–
Rebel Liberator	all	28	–	Rebel (")	Carbine	–
Rebel Liberator	Naboo	77	E	Rebel (")	Carbine	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Rebel Lieutenant Colonel	all	23	–	Rebel (")	Carbine	Killer
Rebel Lieutenant General	all	27	–	Rebel (")	Carbine	Killer
Rebel Lyda	all (Q)	15	–	Rebel (")	Carbine	Can't be harmed|Stalker
Rebel Major	all	22	–	Rebel (")	Carbine	Killer
Rebel Major General	all	26	–	Rebel (")	Carbine	Killer
Rebel Master Sergeant	all	17	–	Rebel (")	Carbine	–
Rebel Medic	all	16	–	Rebel (")	Carbine	–
Rebel Medic	all	65	E	Rebel (")	Carbine	–
Rebel Munitions Expert	all	50	E	Rebel (")	Carbine	–
Rebel Munitions Expert	all	85	E	Rebel (")	Carbine	–
Rebel Network Leader	all	11	–	Rebel (")	Carbine	–
Rebel Obscureops Agent	all	16	–	Rebel (")	Carbine	Can't be harmed
Rebel Officer	all	35	E	Rebel (")	Carbine	–
Rebel Officer	all	80	E	Rebel (")	Carbine	–
Rebel Officer Questgiver	all	21	–	Rebel (")	Unarmed	–
Rebel Pilot	all	20	–	Rebel (")	Carbine	Killer
Rebel Rear Admiral	all	82	E	Rebel (")	Carbine	Assist (6)|Killer!
Rebel Recruiter	all	20	–	Rebel (")	Carbine	Can't be harmed
Rebel Research Attacker1	all (Q)	35	–	Imperial (")	Carbine	Herd|Killer
Rebel Research Attacker2	all (Q)	44	–	Imperial (")	Rifle	Herd|Killer
Rebel Research Captain	all (Q)	23	–	Rebel (")	Rifle	Herd|Killer
Rebel Research Guard	all (Q)	18	–	Rebel (")	Carbine	Herd
Rebel Resistance Agitator	all	4	–	Rebel (")	Carbine	–
Rebel Resistance Anarchist	all	7	–	Rebel (")	Carbine	–
Rebel Resistance Dissident	all	2	–	Rebel (")	Carbine	–
Rebel Resistance Leader	all	8	–	Rebel (")	Carbine	–
Rebel Resistance Separatist	all	5	–	Rebel (")	Carbine	–
Rebel Sailor	all	80	E	Rebel (")	Pistol	Assist (6)|Killer!
Rebel Scout	all	15	–	Rebel (")	Rifle	Stalker
Rebel Second Lieuteneant	all	19	–	Rebel (")	Carbine	Killer
Rebel Section Commander	all	55	E	Rebel (")	Carbine	–
Rebel Section Commander	all	87	E	Rebel (")	Carbine	–
Rebel Security Guard	all	15	–	Rebel (")	Carbine	–
Rebel Security Guard	all	66	E	Rebel (")	Carbine	–
Rebel Security Officer	all	25	E	Rebel (")	Rifle	–
Rebel Security Officer	all	76	E	Rebel (")	Carbine	–
Rebel Sergeant	all	16	–	Rebel (")	Carbine	–
Rebel Sergeant Major	all	17	–	Rebel (")	Carbine	–
Rebel Sharpshooter	all	17	–	Rebel (")	Carbine	–
Rebel Sharpshooter	all	67	E	Rebel (")	Rifle	–
Rebel Soldier	all	25	–	Rebel (")	Carbine	–
Rebel Soldier	all	74	E	Rebel (")	Carbine	–
Rebel Specforce Captain	all	25	–	Rebel (")	Carbine	Killer
Rebel Specforce Colonel	all	27	–	Rebel (")	Carbine	Killer
Rebel Specforce General	all	28	–	Rebel (")	Carbine	Killer
Rebel Specforce Pathfinder	all	18	–	Rebel (")	Carbine	–
Rebel Specforce Sergeant	all	21	–	Rebel (")	Carbine	Killer
Rebel Specforce Urban Guerrilla	all	18	–	Rebel (")	Carbine	Stalker|Killer
Rebel Squad Leader	all	27	–	Rebel (")	Carbine	–
Rebel Squad Leader	all	76	E	Rebel (")	Unarmed	–
Rebel Staff Corporal	all	16	–	Rebel (")	Carbine	–
Rebel Staff Sergeant	all	16	–	Rebel (")	Carbine	–
Rebel Surface Marshall	all	20	–	Rebel (")	Carbine	Killer
Rebel Surface Marshall	all	30	–	Rebel (")	Carbine	Killer
Rebel Surgeon	all	33	E	Rebel (")	Carbine	–
Rebel Surgeon	all	78	E	Rebel (")	Carbine	–
Rebel Sympathizer	all (Q)	15	–	Rebel (")	Carbine	Can't be harmed|Stalker
Rebel Tactical Officer	all	33	E	Rebel (")	Carbine	–
Rebel Tactical Officer	all	79	E	Rebel (")	Carbine	–

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Rebel Trooper	all	15	–	Rebel (")	Carbine	–
Rebel Vacca	all (Q)	35	–	Rebel (")	Carbine	Can't be harmed
Rebel Warrant Officer	all	18	–	Rebel (")	Carbine	–
Rebel Warrant Officer	all	66	E	Rebel (")	Carbine	–
Rebel Warrant Officer I	all	18	–	Rebel (")	Carbine	Killer
Rebel Warrant Officer II	all	16	–	Rebel (")	Carbine	–
Ree Yees	Tatooine	20	–	jabba (")	Unarmed	Can't be harmed
Reelo Baruk	Tatooine	20	–	jabba (")	Unarmed	Can't be harmed
Relay Captain	all (Q)	29	–	Imperial (")	Carbine	Killer
Relay Guard	all (Q)	27	–	Imperial (")	Carbine	Killer
Renegade Corsec Trooper	Corellia	34	–	corsec rogue (")	Rifle	Assist (6)|Killer
Revered Panshee Matriarch	Endor	71	–	panshee tribe (")	Ranged	–
Ris Inventor	all	1	–	townsperson	Unarmed	Can't be harmed
Rodian Clan Captain	Tatooine	15	–	rodian	Carbine	Killer
Rodian Clan Medic	Tatooine	14	–	rodian	Carbine or Pistol	Herd
Rodian Clan Warchief	Tatooine	15	–	rodian	Carbine	Stalker|Killer
Rodian Gladiator	Tatooine	14	–	rodian	Pistol or Carbine	–
Rodian Sif	Talus	37,45	–	sif (")	Carbine	Assist (6)|Stalker|Killer
Rodian Thug	all	1	–	rodian	Pistol	–
Rogue	all	7	–	thug (")	Pistol	Stalker
Rogue Corsec Trooper	Corellia	18,33	–	corsec rogue (")	Rifle	Assist (6)
Rogue Marauder	Endor	78	E	self	Carbine	Assist (12)|Killer!
Rorgungan Boss	Rori	49	–	rorgungan (")	Unarmed	Herd
Rorgungan Commoner	Rori	43	–	rorgungan (")	Carbine	Herd
Rorgungan Scout	Rori	40	–	rorgungan (")	Rifle	Herd
Rorgungan Warchief	Rori	47	–	rorgungan (")	Carbine	Herd|Killer
Rorgungan Warrior	Rori	45	–	rorgungan (")	Sword	Herd
Roughneck	all	2,4	–	thug (")	Carbine	Assist (4)
Rryatt Ceremonial Guard	Kash. (Ka)	32	–	kashyyyk	Melee	–
RSF Captain	Naboo	27	–	RSF (naboo security force)	Carbine	Killer
RSF Commando	Naboo	27	–	RSF (naboo security force)	Ranged	–
RSF Palace Guard	Naboo	27	–	RSF (naboo security force)	Carbine	Killer
RSF Pilot	Naboo	26	–	RSF (naboo security force)	Carbine	–
RSF Security Guard	Naboo	27	–	RSF (naboo security force)	Carbine	–
RSF Security Officer	Naboo	26	–	RSF (naboo security force)	Carbine	Killer
Ryzer (Cantina Bully)	Tansarri	1	–	self	Pistol	–
Salvage Bandit	Mustafar	75	–	must bandit	Carbine	Assist (24)
Salvage Bandit Chief	Mustafar	72	E	must bandit	Rifle	Assist (24)|Killer
Salvage Bandit Chief	Mustafar	80	E	must bandit	Carbine	Can't be Slowed|Assist (24)
Salvage Bandit Chief	Mustafar	80	E	must bandit	Carbine	Assist (12)|Killer
Salvage Bandit Enforcer	Mustafar	70	–	must bandit	Pistol	Assist (24)
Salvage Bandit Thug	Mustafar	68	–	must bandit	Carbine	Assist (24)
Sand Crawler Crewman	Tatooine	12	–	jawa	Pistol	Herd
Sand Pirate Boss	Tatooine	14	–	self	Rifle	Assist (4)
Sand Pirate Door Guard	Tatooine	12	–	self	Rifle	Assist (4)
Sand Pirate Guard	Tatooine	13	–	self	Rifle	Assist (4)
Sand Slaver Boss	Tatooine	4	–	slaver	Carbine	–
Sand Trooper	all	25	–	Imperial (")	Carbine	Killer
San'sii The Kursk	Mustafar	82	B	blackguard	Jedi	Can't be Slowed|Assist (24)|Killer!
Sayormi Monk	Kash. (DF)	32	–	forest sayormi (sayormi)	Unarmed	Assist (24)|Killer
Sayormi Queen	Kash. (DF)	33	E	forest sayormi (sayormi)	Sword	Assist (24)|Killer
Sayormi Warrior	Kash. (DF)	32	–	forest sayormi (sayormi)	Sword	Assist (24)|Killer
Sayormi Witch	Kash. (DF)	32	–	forest sayormi (sayormi)	Sword	Assist (24)|Killer
Scavanger Leader	Yavin 4	72	–	scavenger	Carbine	Assist (12)|Killer
Scavenger Member	Yavin 4	70	–	scavenger	Carbine	–
Scavenger Surveyer	Yavin 4	68	–	scavenger	Carbine	–
Scavenger	Tatooine	4	–	thug (")	Carbine or Pistol	Assist (4)
Scavenger	Mustafar	72	–	mustafar scavenger	Pistol	Assist (24)
Scientist	all	1	–	townsperson (")	Pistol	–
Scientist	Dantooine	50	E	self (")	Unarmed	Herd
Scientist	Dantooine	52	E	warren teraud (")	Pistol	Assist (12)
Scientist	Yavin 4	75	E	geonosian (g. mad bunker)	Carbine	–
Scientist	Endor	85	E	death watch (")	Carbine	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Scoundrel	all	4	–	thug (")	Pistol or Rifle	Stalker
Scout Trooper	all	23	–	Imperial (")	Rifle	–
Scrib Leras	Tatooine	1	–	townsperson (")	Carbine	Stalker
Seasoned Gondula Warrior	Endor	79	–	gondula tribe (")	Ranged	–
Seasoned Jinda Warrior	Endor	66	–	jinda tribe (")	Unarmed	–
Seasoned Panshee Warrior	Endor	71	–	panshee tribe (")	Ranged	–
Selonian Assassin	Corellia	39	–	selonian	Carbine	Stalker|Killer
Selonian Captain	Corellia	39	–	selonian	Carbine	Killer
Selonian Champion	Corellia	39	–	selonian	Carbine	Killer
Selonian Healer	Corellia	38	–	selonian	Carbine	–
Selonian Hunter	Corellia	37	–	selonian	Rifle	–
Selonian Raider	Corellia	38	–	selonian	Carbine	Killer
Selonian Scout	Corellia	37	–	selonian	Carbine	–
Selonian Sentinel	Corellia	38	–	selonian	Carbine	Killer
Selonian Separatist	Corellia	37	–	selonian	Carbine	–
Selonian Separatist Captain	Corellia	39	–	selonian	Carbine	Killer
Selonian Separatist General	Corellia	40	–	selonian	Carbine	Killer
Selonian Separatist Recruit	Corellia	36	–	selonian	Carbine	–
Selonian Separatist Soldier	Corellia	38	–	selonian	Carbine	Killer
Selonian Thief	Corellia	38	–	selonian	Carbine	–
Selonian Warlord	Corellia	39	–	selonian	Carbine	Killer
Selonian Warrior	Corellia	38	–	selonian	Carbine	Killer
Senior Prophet Of The Dark Side	all	80	E	Imperial (")	Unarmed	Killer
Senior Specforce Heavy Weapons Specialist	all	20	–	Rebel (")	Carbine	Killer
Senior Specforce Infiltrator	all	20	–	Rebel (")	Carbine or Sword	Killer
Senior Specforce Lieutenant	all	24	–	Rebel (")	Carbine	Killer
Senior Specforce Marine	all	20	–	Rebel (")	Carbine	Killer
Senior Specforce Pathfinder	all	20	–	Rebel (")	Rifle or Carbine	Killer
Senior Specforce Technician	all	20	–	Rebel (")	Rifle or Carbine	Killer
Senior Specforce Urban Guerrilla	all	20	–	Rebel (")	Carbine	Killer
Senior Specforce Wilderness Fighter	all	20	–	Rebel (")	Carbine	Killer
Senior Specforce Wilderness Scout	all	20	–	Rebel (")	Rifle	Killer
Sennex Guard	Tatooine	20	–	sennex	Carbine	Assist (5)|Killer
Sennex Hunter	Tatooine	22	–	sennex	Rifle	Assist (5)|Killer
Sennex Lookout	Tatooine	18	–	sennex	Carbine	Assist (5)|Killer
Sennex Slavemaster	Tatooine	24	–	sennex	Carbine	Assist (5)|Killer
Sennex Slaver	Tatooine	22	–	sennex	Carbine	Assist (5)|Killer
Sennex Warder	Tatooine	21	–	sennex	Carbine	Assist (5)|Killer
Senni Tonnika	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Servant Of Lord Nyax	Corellia	38	E	followers of lord nyax (")	Carbine	Assist (6)
Settler	Tatooine	1	–	townsperson (")	Pistol	–
Settler	Tatooine	2	–	thug (")	Pistol	Assist (4)
Shadow Commander Nonaggro	Dathomir	79	–	sith shadow (")	Carbine	Killer
Shadowy Figure	all	16	–	hutt	Unarmed	Can't be harmed
Shaggy Donkuwah Youth	Endor	77	–	donkuwah tribe (")	Ranged	Assist (12)
Shaggy Korga Youth	Endor	76	–	korga tribe (")	Unarmed	Assist (12)
Shaggy Pubam Youth	Endor	66	–	pubam (")	Unarmed	Assist (12)
Shambler	Mustafar	85	B	ruin hunter	Pistol	Assist (24)|Killer!
Sharpshooter	all	16	–	mercenary	Rifle	Killer
Shift Leader	Mustafar	80	–	mustafar miner (")	Ranged	–
Shinn's Guard	Tatooine	8	–	shinn mugger	Carbine	Assist (4)
Shinn's Mugger	Tatooine	7	–	shinn mugger	Carbine	Assist (4)
Sif Mercenary	Talus	36	–	sif (")	Carbine	Assist (6)|Stalker|Killer
Signalman	all	15	–	Imperial (")	Carbine	–
Singing Mountain Clan Arch Witch	Dathomir	80	E	mountain clan (")	Force Sword	Can't be Slowed|Assist (12)|Killer!
Singing Mountain Clan Councilwoman	Dathomir	80	B	mountain clan (")	Force Sword	Can't be Slowed|Assist (12)|Killer!
Singing Mountain Clan Dragoon	Dathomir	79	E	mountain clan (")	Force Sword	Assist (12)|Killer!
Singing Mountain Clan Guardian	Dathomir	80	E	mountain clan (")	Force Sword	Assist (12)|Killer!
Singing Mountain Clan Huntress	Dathomir	79	E	mountain clan (")	Force Sword	Assist (12)|Stalker|Killer!

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Singing Mountain Clan Initiate	Dathomir	76	E	mountain clan (")	Force Sword	Assist (12)|Killer
Singing Mountain Clan Outcast	Dathomir	76	E	mountain clan (")	Polearm	Assist (12)|Killer!
Singing Mountain Clan Rancor Tamer	Dathomir	79	E	mountain clan (")	Force Sword	Assist (12)|Stalker|Killer!
Singing Mountain Clan Scout	Dathomir	78	E	mountain clan (")	Force Sword	Assist (12)|Stalker|Killer!
Singing Mountain Clan Sentry	Dathomir	76	E	mountain clan (")	Polearm	Assist (12)
Singing Mountain Clan Slave	Dathomir	79	E	mountain clan (")	Unarmed	Assist (12)
Sirad Far	Tatooine	20	–	jabba (")	Unarmed	–
Sith Shadow Commander	Dathomir	78	–	sith shadow	Carbine	Can't be harmed|Killer
Sith Shadow Mercenary	Dathomir	78	–	sith shadow (")	Carbine	<Assist (12)>|Killer!
Sith Shadow Outlaw	Dathomir	77	–	sith shadow (")	Carbine or Pistol	<Assist (12)>|Killer
Sith Shadow Pirate	Dathomir	76	–	sith shadow (")	Carbine	<Assist (12)>|Killer
Sith Shadow Taskmaster	Dathomir	78	–	sith shadow (")	Carbine	Assist (12)|Killer!
Sith Shadow Thug	Dathomir	76	–	sith shadow (")	Carbine	<Assist (12)>|Killer
Skaak Tipper Bandit	Naboo	20	–	skaak tipper gang (thug)	Carbine	Herd
Skaak Tipper Bootjack	Naboo	26	–	skaak tipper gang	Carbine	Assist (6)|Herd
Skaak Tipper Bruiser	Naboo	25	–	skaak tipper gang	Carbine	Stalker|Herd
Skaak Tipper Crasher	Naboo	21	–	skaak tipper gang	Carbine	Assist (6)|Stalker|Herd
Skaak Tipper Crook	Naboo	21	–	skaak tipper gang (thug)	Pistol	Stalker
Skaak Tipper Freejack	Naboo	25	–	skaak tipper gang	Carbine	Assist (6)|Stalker|Herd
Skaak Tipper Machinist	Naboo (Q)	27	–	skaak tipper gang	Pistol	Assist (6)|Herd
Skaak Tipper Maniac	Naboo	20	–	skaak tipper gang	Carbine	Assist (6)|Stalker|Herd
Skaak Tipper Mugger	Naboo	19	–	skaak tipper gang (thug)	Carbine	–
Skaak Tipper Pariah	Naboo (Q)	29	–	skaak tipper gang	Carbine	Assist (6)|Herd
Skaak Tipper Prowler	Naboo	18	–	skaak tipper gang (thug)	Carbine	–
Skaak Tipper Raider	Naboo (Q)	30	–	skaak tipper gang	Pistol	Assist (6)|Herd
Skaak Tipper Researcher	Naboo	25	–	skaak tipper gang	Pistol	Assist (6)|Stalker|Herd
Skaak Tipper Scrounger	Naboo	22	–	skaak tipper gang	Carbine	Assist (6)|Stalker|Herd
Skaak Tipper Swindler	Naboo	22	–	skaak tipper gang (thug)	Carbine	Stalker|Herd
Skaak Tipper Thug	Naboo	24	–	skaak tipper gang	Carbine	Stalker|Herd
Skaak Tipper Vanguard	Naboo	24	–	skaak tipper gang	Carbine	Assist (6)|Stalker|Herd
Skaak Tipper Waylayer	Naboo	27	–	skaak tipper gang	Carbine	Stalker|Herd
Skar	Mustafar	84	E	dark jedi	Jedi	Can't be Slowed|Assist (0)|Killer!
Skilled Gondula Worker	Endor	79	–	gondula tribe (")	Ranged	–
Skilled Imperial 1st Lieutenant	all	35,80	E	Imperial (")	Carbine	–
Skilled Jinda Worker	Endor	64	–	jinda tribe (")	Unarmed	–
Skilled Panshee Worker	Endor	71	–	panshee tribe (")	Ranged	–
Skilled Rebel Officer	all	34,79	E	Rebel (")	Carbine	Stalker
Slave	all	1	–	townsperson (")	Pistol or Carbine	–
Slave Trader	Tatooine	4	–	slaver	Carbine	–
Slavemaster	all	1	–	slaver	Carbine	–
Slavemaster	Kash. (Ka)	29	E	hsskor (")	Sword	–
Slaver	Tatooine	1,2	–	slaver	Carbine	–
Slaver Master Klesk	Kash. (Et)	50	E	hsskor	Carbine	Assist (24)
Sleemo Delinquent	Talus	4	–	sleemo gang	Carbine	Herd
Sleemo Hoodlum	Talus	2	–	sleemo gang	Carbine	Herd
Sleemo Punk	Talus	2	–	sleemo gang	Carbine	Stalker|Herd
Sleemo Scamp	Talus	5	–	sleemo gang	Carbine	Herd
Sleemo Vandal	Talus	7	–	sleemo gang	Carbine	Herd
Slicer	all	2	–	thug (")	Carbine	Stalker
Slicer Jabba	all	2	–	jabba (")	Carbine	Stalker
Slicer Male	all	2	–	thug (")	Carbine	Stalker
Slum Thief	Tatooine	16	–	self	Sword	Assist (4)
Smashball Bully	Corellia	25	–	smashball (")	Carbine	–
Smashball Degenerate	Corellia	28	–	smashball (")	Carbine	–
Smashball Thug	Corellia	1	–	smashball (")	Carbine	–
Smuggler	all	14	–	thug (")	Carbine	Killer
Smuggler Cargo Handler	Tatooine (Q)	5	–	thug	Rifle or Pistol	Assist (4)
Smuggler Cargo Loader	Tatooine (Q)	6	–	thug	Pistol	Assist (4)
Smuggler Guard	Tatooine (Q)	8	–	thug	Pistol	Assist (4)
Smuggler Leader	Yavin 4	72	–	smuggler (scavenger)	Carbine	Assist (12)|Killer
Smuggler Loadmaster	Tatooine (Q)	7	–	thug	Polearm	Assist (4)
Smuggler Male	all	14	–	thug (")	Carbine	Killer
Smuggler Member	Yavin 4	70	–	smuggler (scavenger)	Carbine	Assist (12)

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Smuggler Muscle	Yavin 4	68	–	smuggler (scavenger)	Carbine	–
Solon Gaw	Naboo (Q)	24	E	darkwalker	Pistol	Assist (6)|Killer
Som Chief Glost	Mustafar	1	–	mustafar miner	Pistol	–
Som Doctor Lu	Mustafar	1	–	commoner	Pistol	–
Som Dying Miner	Mustafar	1	–	mustafar miner	Unarmed	–
Som Mustafarian Scout	Mustafar	1	–	mustafar miner	Pistol	–
Som Reporter Jural	Mustafar	1	–	commoner	Pistol	–
Som Reporter Talper	Mustafar	1	–	commoner	Pistol	–
Som Volcano Pilot	Mustafar	1	–	commoner	Pistol	–
Soris	Tatooine (Q)	21	E	townsperson	Rifle	–
Spacer	all	4	–	thug (")	Carbine	–
Spacer Male	all	4	–	thug (")	Carbine	–
Specforce Heavy Weapons Specialist	all	18	–	Rebel (")	Carbine	Killer
Specforce Infiltator	all	18	–	Rebel (")	Carbine	Stalker|Killer
Specforce Infiltrator	all	18	–	Rebel (")	Carbine	Stalker|Killer
Specforce Interrogator	all	16	–	Rebel (")	Carbine	–
Specforce Lieutenant	all	23	–	Rebel (")	Carbine	Killer
Specforce Major	all	26	–	Rebel (")	Carbine	Killer
Specforce Marine	all	18	–	Rebel (")	Carbine	Stalker|Killer
Specforce Master Sergeant	all	22	–	Rebel (")	Carbine	Killer
Specforce Procurement Specialist	all	13	–	Rebel (")	Carbine	–
Specforce Technician	all	18	–	Rebel (")	Carbine	–
Specforce Wilderness Operative	all	18	–	Rebel (")	Rifle or Carbine	Killer
Special Missions Engineer	all	16	–	Imperial (")	Carbine	–
Specialist Noncom	all	13	–	Imperial (")	Carbine	–
Specops Agent	all	24	–	Rebel (")	Carbine	Killer
Specops Alliance Free Agent	all	27	–	Rebel (")	Carbine	Killer
Specops Trooper	all	17	–	Rebel (")	Carbine	Stalker
Spice Collective Courier	Rori	8	–	spice collective (")	Carbine	–
Spice Collective Elite Guard	Rori	53	–	spice collective (")	Carbine	Herd|Killer
Spice Collective Foreman	Rori	47	–	spice collective (")	Carbine	Herd
Spice Collective Heavy Guard	Rori	50	–	spice collective (")	Carbine	Herd|Killer
Spice Collective Miner	Rori	36	–	spice collective (")	Pistol	Herd
Spice Collective Sentry	Rori	43	–	spice collective (")	Carbine	Herd
Spice Collective Workchief	Rori	39	–	spice collective (")	Carbine	Herd
Spice Fiend	Tatooine	5,11	–	thug (")	Carbine	Assist (4)|Stalker
Spiderclan Acolyte	Dathomir	79	E	spider nightsister (")	Unarmed	Assist (12)|Killer
Spiderclan Auspex	Dathomir	80	E	spider nightsister (")	Unarmed	Can't be Slowed|Assist (12)|Killer!
Spiderclan Crawler	Dathomir	79	E	spider nightsister (")	Unarmed	Assist (12)|Killer!
Spiderclan Elder	Dathomir	83	B	spider nightsister (")	Force Sword	Can't be Slowed|Assist (12)|Killer!
Spiderclan Protector	Dathomir	80	E	spider nightsister (")	Unarmed	Assist (12)|Killer!
Spiderclan Sentinel	Dathomir	80	E	spider nightsister (")	Unarmed	Assist (12)|Killer!
Spiderclan Sentry	Dathomir	80	E	spider nightsister (")	Unarmed	Assist (12)
Spiderclan Stalker	Dathomir	79	E	spider nightsister (")	Unarmed	Assist (12)|Stalker|Killer!
Spiderclan Web Dancer	Dathomir	78	E	spider nightsister (")	Unarmed	Assist (12)|Killer
Spooky Donkuwah Spiritmaster	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Spooky Korga Spiritmaster	Endor	77	–	korga tribe (")	Unarmed	Assist (12)|Killer
Spooky Pubam Spiritmaster	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer!
Spynet Operative	all	17	–	spynet	Pistol or Carbine	Killer
Squatter	Tatooine	1	–	townsperson (")	Carbine	–
Stella	Tatooine	20	–	townsperson (")	Carbine	Assist (10)|Killer
Stonewall Labs LC-92 Antagonist	Naboo (Q)	27	–	stonewall labs	Ranged	Assist (6)|Herd|Killer
Stonewall Labs SWL-5 Overseer	Naboo (Q)	28	–	stonewall labs	Ranged	Assist (6)|Herd|Killer
Stonewall Labs ZH-28 Guard	Naboo (Q)	26	–	stonewall labs	Ranged	Assist (6)|Herd|Killer
Storm Commando	all	29	–	Imperial (")	Carbine	<Stalker>|Killer
Storm Lord	Mustafar	90	B	storm lord	Jedi	Can't be Slowed|Assist (24)|Killer!
Storm Lord Guard	Mustafar	82	E	storm lord	Polearm	Assist (24)
Storm Lord Minion	Mustafar	80	–	storm lord	Carbine	Assist (24)
Storm Lord Zealot	Mustafar	83	–	storm lord	Sword	Assist (24)|Killer

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Storm Trooper	all	3	–	Imperial	Carbine	Assist (5)
Stormtrooper	all	2	–	commoner	Carbine	Assist (5)
Stormtrooper	all	25	–	Imperial (")	Carbine	Killer
Stormtrooper	Tatooine	25	–	Imperial (")	Carbine	Killer!
Stormtrooper	Dantooine	52	E	warren Imperial (")	Pistol	Assist (12)|Killer
Stormtrooper Black Hole	all	27	–	Imperial (")	Carbine	Killer
Stormtrooper Black Hole Squad Leader	all	29	–	Imperial (")	Carbine	Killer
Stormtrooper Bombardier	all	25	–	Imperial (")	Carbine	Killer
Stormtrooper Captain	all	29	–	Imperial (")	Carbine	Killer
Stormtrooper Captain Hard	all	86	E	Imperial (")	Carbine	–
Stormtrooper Commando	all	29	–	Imperial (")	Carbine	Stalker|Killer
Stormtrooper Major	all	32	–	Imperial (")	Carbine	Killer
Stormtrooper Medbay	Tansarri (Q)	1	–	npe hutt	Carbine	Assist (4)
Stormtrooper Medic	all	25	–	Imperial (")	Carbine or Unarmed	Killer
Stormtrooper Rifleman	all	25	–	Imperial (")	Rifle	Killer
Stormtrooper Rifleman	Tatooine	25	B	Imperial (")	Rifle	Killer!
Stormtrooper Sniper	all	25	–	Imperial (")	Rifle	Killer
Stormtrooper Squad Leader	all	27	–	Imperial (")	Carbine	Killer
Stormtrooper Squad Leader	Tatooine	27	B	Imperial (")	Carbine	Killer!
Stranded Imperial Officer	Yavin 4	76	–	Imperial (")	Carbine	Killer
Stranded Imperial Pilot	Yavin 4	77	–	Imperial (")	Carbine	Killer
Stranded Imperial Soldier	Yavin 4	77	–	Imperial (")	Carbine	Killer
Stranded Rebel Officer	Yavin 4	77	–	Rebel (")	Carbine	Killer
Stranded Rebel Pilot	Yavin 4	71	–	Rebel (")	Carbine	Killer
Stranded Rebel Scout	Dantooine	62	–	Rebel (")	Carbine	Stalker|Killer
Stranded Rebel Soldier	Yavin 4	71	–	Rebel (")	Carbine	Killer
Strehkforce Mercenary	Naboo	27	–	strehkforce	Ranged	Assist (6)
Strehkforce Soldier	Naboo	28	–	strehkforce	Pistol	Assist (6)
Strict Rebel Sergeant	all	31,79	E	Rebel (")	Carbine	–
Strong Mercenary	Lok	54	–	merc (lok mercenaries)	Carbine	Assist (8)|Stalker|Killer
Sulfur Lake Pirate	Lok	36,38	–	pirate (")	Carbine	Assist (8)
Sulfur Lake Pirate Armsman	all	13	–	pirate	Carbine	Assist (4)|Killer
Sulfur Lake Pirate Crewman	all	2	–	pirate	Carbine	Assist (4)
Sulfur Lake Pirate Cutthroat	all	5	–	pirate	Carbine	Assist (4)|Stalker|Killer
Sulfur Lake Pirate Initiate	all	1	–	pirate	Carbine	Assist (4)|Stalker
Sulfur Lake Pirate Lieutenant	all	8	–	pirate	Carbine	Assist (4)|Killer
Surlin Rolei	Naboo	16	–	RSF (naboo security force)	Unarmed	Killer
Surveyor Jo Keslev	Mustafar	1	–	mustafar miner	Pistol	–
Swamp Rat	Naboo	7	–	self (")	Rifle	Assist (4)|Stalker|Killer
Swamp Trooper	Naboo	33	–	Imperial (")	Carbine	Killer
Swamp Villager	Naboo	4	–	swamp villager	Carbine	–
Swoop Gang Enforcer	Tatooine (Q)	10	–	niko thug	Rifle	Assist (4)
Swoop Gang Punk	Tatooine (Q)	7	–	niko thug	Pistol	Assist (4)
Swoop Gang Rogue	Tatooine (Q)	9	–	niko thug	Carbine	Assist (4)
Swoop Gang Thug	Tatooine (Q)	8	–	niko thug	Pistol	Assist (4)
Swooper	Tatooine	1	–	swoop (")	Carbine	Assist (4)|Stalker
Swooper	Corellia	26	–	swoop (cor swoop)	Pistol	–
Swooper Gangmember	Corellia	7	–	swoop (cor swoop)	Pistol	Stalker
Swooper Leader	Tatooine	1	–	swoop (")	Carbine	Assist (4)|Stalker
Swooper Leader	Corellia	26	–	swoop (cor swoop)	Pistol	–
Tactical Officer	all	25	–	Imperial (")	Carbine	Can't be harmed
Tactical Officer	all	25	–	Rebel (")	Carbine	Can't be harmed
Tagged Wookiee	Kashyyyk	34	–	kashyyyk	Unarmed	Assist (24)
Tainted Donkuwah Dark Shaman	Endor	79	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Tainted Korga Dark Shaman	Endor	76	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Tainted Pubam Dark Shaman	Endor	65	–	pubam (")	Unarmed	Assist (12)|Killer!
Takook	Kashyyyk	15	–	kashyyyk	Unarmed	–
Talus Liberation Party Activist	Talus	47	–	liberation party (")	Carbine	Herd
Talus Liberation Party Fanatic	Talus	45	–	liberation party (")	Carbine	Herd
Talus Liberation Party Loyalist	Talus	36	–	liberation party (")	Carbine	Herd
Talus Liberation Party Partisan	Talus	40	–	liberation party (")	Carbine	Herd
Talus Liberation Party Patriot	Talus	43	–	liberation party (")	Carbine	Herd
Talus Liberation Party Reactionist	Talus	46	–	liberation party (")	Carbine	Herd

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Talus Liberation Party Volunteer	Talus	34	–	liberation party (")	Carbine	Herd
Tatooine Militiaman	Tatooine	1	–	townsperson (")	Carbine	–
Tatooine Una	Tatooine (Q)	14	–	mercenary	Carbine	Can't be harmed
Technician	all	1	–	townsperson (")	Carbine	–
Technician	Endor	85	E	death watch (")	Carbine	–
Tekil Barje	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Telkin	Tatooine	15	E	valarian (")	Carbine	Assist (8)|Killer
Teras Kasi Master	all	20	–	townsperson (")	Unarmed	–
Teraud Loyalist	Dantooine	52	E	warren teraud (")	Carbine	Assist (12)|Killer
Teraud Loyalist Commander	Dantooine	53	E	warren teraud (")	Carbine	Assist (12)|Killer
Teraud Loyalist Cyborg	Dantooine	52	E	warren teraud (")	Carbine	Assist (12)|Killer
Terrorist	all	17	–	thug (")	Pistol	–
Terrorist	Naboo	24	–	theed terrorist	Pistol or Carbine	Assist (6)|Stalker|Herd
Terry	all	1	–	npe hutt	Pistol	–
Thief	Tatooine	8	–	thug (")	Sword	Assist (4)
Thief	all	11	–	thug (")	Pistol	–
Thug	all	4	–	thug (")	Pistol	–
Tiem Rutnar	all	1	–	townsperson (")	Carbine	–
Tomi Jinsin	Corellia (Q)	15	–	ragtag gang	Carbine	Assist (6)
Tomi Skaak	Naboo (Q)	29	E	skaak tipper gang	Pistol	Assist (6)|Herd
Top Secret Imperial Specialist	all	25,73	E	Imperial (")	Carbine	–
Tough Dathomir Prisoner	all	27	–	prisoner	Carbine	–
Tough Thug Aqualish Male	all	16	–	thug (")	Carbine	–
Tough Thug Bothan Female	all	16	–	thug (")	Carbine	–
Tough Thug Male Rodian	all	16	–	thug (")	Carbine	–
Tough Wookiee Brawler	all	14	–	mercenary	Carbine	–
Toughened Imperial Sergeant	all	31,78	E	Imperial (")	Carbine	–
Tour Aryon	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Trade Federation Avenger	Naboo	16	–	trade federation (")	Carbine	Assist (6)|Stalker
Trade Federation Loyalist	Naboo	15	–	trade federation (")	Carbine	Assist (6)
Trade Federation Pirate	Naboo	16	–	trade federation (")	Carbine	Assist (6)
Trade Federation Zealot	Naboo	16	–	trade federation (")	Carbine or Pistol	Assist (6)
Trae Nedgarr	Corellia (Q)	17	–	nedgar bandits	Carbine	Assist (6)
Trailblazer	all	13	–	wilder	Carbine	–
Trandoshan Researcher	Kashyyyk	35	–	hsskor	Unarmed	–
Trandoshan Sif 02	Talus	43	–	sif (")	Carbine	Assist (6)|Stalker|Killer
Trandoshan Slaver	Kash. (Ka)	27	–	hsskor (")	Carbine	–
Trandosian Slavemaster	Tatooine	2	–	slaver	Carbine	–
Trandosian Slaver	Tatooine	1,4	–	slaver	Carbine	–
Traveller	all	1	–	wilder	Carbine	Stalker
Treasure Hunter Bodyguard	Mustafar	80	E	treasure hunter	Carbine	Assist (24)|Killer
Treasure Hunter Commander	Mustafar	74	E	treasure hunter	Carbine	Assist (24)|Killer
Treasure Hunter Guard	Mustafar	70	–	treasure hunter	Pistol	Assist (24)
Treasure Hunter Mercenary	Mustafar	71	–	treasure hunter	Pistol	Assist (24)
Treasure Hunter Mercenary	Mustafar	73	E	treasure hunter	Rifle	Assist (24)
Treasure Hunter Protector	Mustafar	75	E	treasure hunter	Carbine	Assist (24)|Killer
Treasure Hunter Thug	Mustafar	69	–	treasure hunter	Pistol	Assist (24)
Tricky Donkuwah Scout	Endor	78	–	donkuwah tribe (")	Melee	Assist (12)|Killer
Tricky Korga Scout	Endor	77	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Tricky Pubam Scout	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer
Trienial	Naboo (Q)	28	E	darkwalker	Carbine	Assist (6)|Herd|Killer
Trilom Infected Miner	Mustafar	69	–	mustafar miner	Pistol	Assist (24)|Killer
Trinity Assassin	Mustafar	77	E	dark jedi	Jedi	Can't be Slowed|Assist (24)|Stalker|Killer
Troeman Lackey	Corellia (Q)	18	–	troeman	Pistol	Assist (6)
Trussk	Tatooine	84	E	avatar blackscale (")	Carbine	Assist (12)|Killer
Ttlp Soldier	Talus	35	E	self	Ranged	–
Tusk Cat Rider	Naboo	17	–	naboo (")	Carbine	–
Tusken Avenger	Tatooine	30	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Berserker	Tatooine	31	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer!

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Tusken Blood Champion	Tatooine	32	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Brute	Tatooine	31	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Captain	Tatooine	33	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Carnage Champion	Tatooine	34	E	tusken raider (")	Ranged	Assist (6)|Herd|Killer
Tusken Chief	Tatooine	34	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Commoner	Tatooine	30	–	tusken raider (")	Ranged	Assist (6)
Tusken Death Hunter	Tatooine	32	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer!
Tusken Elite Guard	Tatooine	34	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer!
Tusken Executioner	Tatooine	34	E	tusken raider (")	Ranged	Assist (6)|Killer!
Tusken Fighter	Tatooine	30	–	tusken raider (")	Ranged	Assist (6)|Killer
Tusken Flesh Hunter	Tatooine	33	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer!
Tusken Follower	Tatooine	18-21	–	tusken raider newbie	Ranged	Assist (6)
Tusken Gore Chief	Tatooine	34	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Guard	Tatooine	31	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken King	Tatooine	33	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Observer	Tatooine	32	–	tusken raider (")	Ranged	Assist (6)|Killer
Tusken Outrider	Tatooine	14	–	tusken raider newbie	Ranged	Assist (6)
Tusken Priest	Tatooine	20	E	tusken raider newbie	Ranged	Assist (6)
Tusken Raid Champion	Tatooine	32	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Raid Hunter	Tatooine	31	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Raid Leader	Tatooine	31	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Raider	Tatooine	30	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Raider Scout	Tatooine	2	–	tusken raider newbie (TR)	Ranged	Assist (4)
Tusken Raider Soldier	Tatooine	4	–	tusken raider newbie (TR)	Ranged	Assist (4)
Tusken Raider Warrior	Tatooine	6	–	tusken raider newbie (TR)	Ranged	Assist (4)
Tusken Savage	Tatooine	30	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer!
Tusken Sniper	Tatooine	30	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Torture Lord	Tatooine	32	E	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Wanderer	Tatooine	30	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken War Master	Tatooine	32	E	tusken raider (")	Melee	Assist (6)|Stalker|Killer
Tusken Warlord	Tatooine	33	–	tusken raider (")	Ranged	Assist (6)|Stalker|Killer
Tusken Warrior	Tatooine	32	–	tusken raider (")	Melee	Assist (6)|Stalker|Killer
Tusken Witch Doctor	Tatooine	33	E	tusken raider (")	Ranged	Assist (6)|Killer
Tusken Zealot	Tatooine	1	–	tusken raider newbie (TR)	Ranged	Assist (4)
Twi'lek Slave	all	4	–	townsperson (")	Pistol or Carbine	–
Twisted Donkuwah Scavenger	Endor	78	–	donkuwah tribe (")	Ranged	Assist (12)|Killer
Twisted Korga Scavenger	Endor	78	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Twisted Pubam Scavenger	Endor	66	–	pubam (")	Unarmed	Assist (12)|Killer!
Tyrok	all	22	–	valarian	Pistol	Killer
Ultragungan Droidtech	Naboo (Q)	30	–	ultragungan militia	Carbine	Assist (6)
Ultragungan Foot Soldier	Naboo (Q)	29	–	ultragungan militia	Carbine	Assist (6)
Unhappy Tourist	Mustafar	1	–	townsperson (")	Pistol	Herd
Untas	Tatooine (Q)	12	E	townsperson	Unarmed	–
Untrained Wielder Of The Dark Side	Dantooine	79	–	remnants of kun	Force Sword	Assist (12)|Killer!
Urootar	Kash. (RT)	60	E	self	Jedi	Assist (24)
Urup Fal'co	Mustafar	1	–	mustafar miner	Pistol	–
Vaigon Shinn	Tatooine	8	–	shinn mugger	Carbine	Assist (5)
Valarian Crew Chief	Tatooine	13	–	valarian (")	Pistol	Assist (4)
Valarian Depot Boss	Tatooine	22	E	valarian	Pistol	Assist (5)
Valarian Depot Foreman	Tatooine	16	–	valarian	Pistol	Assist (6)
Valarian Depot Guard	Tatooine	14	–	valarian	Pistol	Assist (6)|Stalker
Valarian Depot Scout	Tatooine	12	–	valarian	Rifle	Assist (6)|Herd
Valarian Depot Swooper	Tatooine	13	–	valarian	Carbine	Assist (6)
Valarian Depot Worker	Tatooine	14	–	valarian	Pistol	Assist (6)
Valarian Mechanic	Tatooine	13	–	valarian (")	Pistol	Assist (4)
Valarian Shuttle Guard	Tatooine	17-22	–	valarian	Pistol or Carbine	Assist (5)|<Stalker>
Valarian's Assassin	Tatooine	15	–	valarian (")	Pistol	Assist (4)|Killer
Valarian's Compound Guard	Tatooine	14	–	valarian (")	Carbine	Assist (4)|Killer
Valarian's Enforcer	Tatooine	15	–	valarian (")	Carbine	Assist (4)
Valarian's Henchman	Tatooine	14	–	valarian (")	Polearm or Pistol	Assist (4)
Valarian's Pod Racer	Tatooine	13	–	valarian	Pistol	Assist (4)
Valarian's Pod Racer	all	22	–	valarian	Carbine	Killer
Valarian's Scout	Tatooine	13	–	valarian (")	Rifle	Assist (4)|Herd

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Valarian's Swooper	Tatooine	14	–	valarian (")	Carbine	Assist (4)
Valarian's Swooper Leader	Tatooine	14	–	valarian (")	Carbine	Assist (4)
Valarian's Thief	Tatooine	13	–	valarian (")	Pistol	Assist (4)|Stalker
Valarian's Thug	Tatooine	13	–	valarian (")	Pistol	Assist (4)
Vansk Of The Blackguard	Mustafar	80	B	blackguard	Jedi	Assist (24)|Killer!
Vardias Tyne	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Vendor	all	1	–	townsperson (")	Carbine	Herd
Veteran Assault Trooper	all	65	–	Imperial (")	Carbine	Stalker|Killer
Veteran Assault Trooper Squad Leader	all	68	–	Imperial (")	Rifle	Stalker|Killer
Veteran Command Security Guard	all	36	–	Imperial (")	Pistol	–
Veteran Compforce Trooper	all	24	–	Imperial (")	Carbine	Killer
Veteran Imperial Army Captain	all	53	–	Imperial (")	Carbine	Killer
Veteran Imperial Brigadier General	all	63	–	Imperial (")	Pistol	Killer
Veteran Imperial Captain	all	89	E	Imperial (")	Carbine	–
Veteran Imperial Colonel	all	60	–	Imperial (")	Carbine	Killer
Veteran Imperial Corporal	all	35	–	Imperial (")	Carbine	–
Veteran Imperial First Lieutenant	all	49	–	Imperial (")	Carbine	Killer
Veteran Imperial General	all	70	–	Imperial (")	Carbine	Killer
Veteran Imperial High General	all	73	–	Imperial (")	Carbine	Killer
Veteran Imperial Lance Corporal	all	34	–	Imperial (")	Carbine	–
Veteran Imperial Lieutenant Colonel	all	58	–	Imperial (")	Carbine	Killer
Veteran Imperial Lieutenant General	all	68	–	Imperial (")	Carbine	Killer
Veteran Imperial Major	all	55	–	Imperial (")	Carbine	Killer
Veteran Imperial Major General	all	65	–	Imperial (")	Carbine	Killer
Veteran Imperial Master Sergeant	all	43	–	Imperial (")	Carbine	Stalker|Killer
Veteran Imperial Medic	all	40	–	Imperial (")	Carbine	–
Veteran Imperial Second Lieutenant	all	50	–	Imperial (")	Carbine	Killer
Veteran Imperial Sergeant	all	36	–	Imperial (")	Carbine	–
Veteran Imperial Sergeant Major	all	46	–	Imperial (")	Carbine	Killer
Veteran Imperial Sharpshooter	all	43	–	Imperial (")	Rifle	–
Veteran Imperial Staff Corporal	all	38	–	Imperial (")	Carbine	–
Veteran Imperial Staff Sergeant	all	40	–	Imperial (")	Carbine	–
Veteran Imperial Surface Marshal	all	75	–	Imperial (")	Carbine	Killer
Veteran Imperial Trooper	all	38	–	Imperial (")	Carbine	–
Veteran Imperial Warrant Officer I	all	48	–	Imperial (")	Carbine	Killer
Veteran Imperial Warrant Officer II	all	45	–	Imperial (")	Carbine	Killer
Veteran Rebel Army Captain	all	53	–	Rebel (")	Carbine	Killer
Veteran Rebel Brigadier General	all	63	–	Rebel (")	Carbine	Killer
Veteran Rebel Captain	all	89	E	Rebel (")	Carbine	–
Veteran Rebel Colonel	all	60	–	Rebel (")	Carbine	Killer
Veteran Rebel Commando	all	80	–	Rebel (")	Ranged	Killer
Veteran Rebel Corporal	all	35	–	Rebel (")	Carbine	–
Veteran Rebel First Lieutenant	all	49	–	Rebel (")	Carbine	Killer
Veteran Rebel General	all	70	–	Rebel (")	Carbine	Killer
Veteran Rebel Guard Captain	all	89	E	Rebel (")	Carbine	–
Veteran Rebel High General	all	73	–	Rebel (")	Carbine	Killer
Veteran Rebel Lance Corporal	all	34	–	Rebel (")	Carbine	–
Veteran Rebel Lieutenant Colonel	all	58	–	Rebel (")	Carbine	Killer
Veteran Rebel Lieutenant General	all	68	–	Rebel (")	Carbine	Killer
Veteran Rebel Major	all	55	–	Rebel (")	Carbine	Killer
Veteran Rebel Major General	all	65	–	Rebel (")	Carbine	Killer
Veteran Rebel Master Sergeant	all	43	–	Rebel (")	Carbine	–
Veteran Rebel Medic	all	60	–	Rebel (")	Pistol	–
Veteran Rebel Scout	all	40	–	Rebel (")	Rifle	Stalker
Veteran Rebel Second Lietenant	all	50	–	Rebel (")	Carbine	Killer
Veteran Rebel Sergeant	all	36	–	Rebel (")	Carbine	–
Veteran Rebel Sergeant Major	all	46	–	Rebel (")	Carbine	–
Veteran Rebel Staff Corporal	all	38	–	Rebel (")	Carbine	–
Veteran Rebel Staff Sergeant	all	40	–	Rebel (")	Carbine	–

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NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
Veteran Rebel Surface Marshal	all	75	–	Rebel (")	Carbine	Killer
Veteran Rebel Trooper	all	55	–	Rebel (")	Carbine	–
Veteran Rebel Warrant Officer I	all	48	–	Rebel (")	Carbine	Killer
Veteran Rebel Warrant Officer II	all	45	–	Rebel (")	Carbine	–
Veteran Sand Trooper	all	49	–	Imperial (")	Carbine	Killer
Veteran Scout Trooper	all	46	–	Imperial (")	Rifle	–
Veteran Storm Commando	all	75	–	Imperial (")	Carbine	Stalker|Killer
Veteran Stormtrooper	all	50	–	Imperial (")	Carbine	Killer
Veteran Stormtrooper Bombardier	all	55	–	Imperial (")	Carbine	Killer
Veteran Stormtrooper Captain	all	72	–	Imperial (")	Carbine	Killer
Veteran Stormtrooper Major	all	75	–	Imperial (")	Carbine	Killer
Veteran Stormtrooper Medic	all	60	–	Imperial (")	Carbine	Killer
Veteran Stormtrooper Rifleman	all	62	–	Imperial (")	Rifle	Killer
Veteran Stormtrooper Sniper	all	63	–	Imperial (")	Rifle	Killer
Veteran Stormtrooper Squad Leader	all	70	–	Imperial (")	Carbine	Killer
Vetran Explorer	all	5	–	wilder	Carbine	Stalker
Vicious Donkuwah Battlelord	Endor	79	–	donkuwah tribe (")	Melee	Assist (12)|Killer
Vicious Korga Battlelord	Endor	78	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Vicious Pubam Battlelord	Endor	64	–	pubam (")	Unarmed	Assist (12)|Killer!
Vicious Thug	Corellia (Q)	17	–	thug	Carbine	–
Vile Donkuwah Battlelord	Endor	79	–	donkuwah tribe (")	Melee	Assist (12)|Killer
Vile Korga Battlelord	Endor	78	–	korga tribe (")	Unarmed	Assist (12)|Killer!
Visionary Of Lord Nyax	Corellia	39	E	followers of lord nyax (")	Carbine	Assist (6)|Killer
Voakar Duset	Mustafar	84	E	must bandit	Unarmed	Assist (24)|Killer
Vosca	Tatooine	1	–	townsperson	Unarmed	Can't be harmed
Vran Tristen	Naboo (Q)	29	E	darkwalker	Carbine	Assist (6)|Herd|Killer
Wald	Tatooine	20	–	townsperson (")	Unarmed	–
Walus Mutin	Naboo	27	–	mauler	Polearm	Assist (6)|Killer
Walus Mutin's Pupil	Naboo	26	–	mauler	Pistol	Assist (6)
Wandering Desert Marauder	Endor	77	–	marauder (")	Rifle	Assist (12)|Killer!
Wandering Kitonak	Tatooine	2	–	self	Unarmed	Stalker
Warchief Naloriss	Kash. (DF)	38	E	forest kerritamba (")	Ranged	–
Warden Tosk	Kash. (SC)	86	B	blackscale	Ranged	Assist (24)|Killer
Warder	all	22	–	wilder	Carbine	Stalker|Killer
Warehouse Captain	all (Q)	35	–	warehouse (jabba)	Unarmed	Assist (4)|Herd|Killer
Warehouse Guard	all (Q)	25	–	warehouse (jabba)	Unarmed	Assist (4)|Herd
Warehouse Thug	all (Q)	17	–	warehouse (jabba)	Unarmed	Assist (4)|Herd
Warren Scientist	Dantooine (Q)	35	–	self (")	Unarmed	–
Wary Pirate	Tatooine	20	–	self	Carbine	Assist (4)
Washout Rebel Officer	all	16	–	Rebel (")	Carbine	–
Washout Rebel Officer	all	66	E	Rebel (")	Carbine	–
Wasteland Marauder	Endor	78	–	marauder (")	Rifle	Assist (12)|Killer
Wastrel	all	2	–	thug (")	Carbine	–
Watchful Rebel Guard	all	50	E	Rebel (")	Carbine	–
Watchful Rebel Guard	all	86	E	Rebel (")	Carbine	–
Watchful Rebel Guard Captain	all	50	E	Rebel (")	Carbine	–
Watchful Rebel Guard Captain	all	87	E	Rebel (")	Carbine	–
Water Bug	Tatooine	4	–	thug (")	Carbine	<Assist (4)>
Water Thief	Tatooine	4	–	thug (")	Sword	Assist (4)
Weak Mercenary	Lok	55	–	merc (lok mercenaries)	Carbine	Assist (8)|Stalker|Killer
Weathered Gondula Shaman	Endor	79	–	gondula tribe (")	Ranged	–
Weathered Imperial Exterminator	all	45	E	Imperial (")	Carbine	–
Weathered Imperial Exterminator	gobal	84	E	Imperial (")	Carbine	–
Weathered Jinda Shaman	Endor	66	–	jinda tribe (")	Unarmed	–
Weathered Panshee Shaman	Endor	70	–	panshee tribe (")	Melee	–
Weequay Captain	Tatooine	17	–	weequay	Carbine	Stalker|Killer
Weequay Champion	Tatooine	16	–	weequay	Sword	Stalker|Killer
Weequay Soldier	Tatooine	16	–	weequay	Carbine	Killer
Weequay Thug	Tatooine	16	–	weequay	Pistol	Killer
Weequay Zealot	Tatooine	17	–	weequay	Carbine	Stalker|Killer
Well Trained Rebel Captain	all	45	E	Rebel (")	Carbine	–
Well Trained Rebel Captain	all	87	E	Rebel (")	Carbine	–
Well-Trained Elite Rebel Sand Rat	all	75,88	E	Rebel (")	Carbine	–

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NPCS (CONTINUED)

NPC	Where	Level	Diff	Social Group (Fac)	Primary Weapon	Notes
White Thranta Manager	Tatooine (Q)	12	–	whitethranta	Pistol	Assist (3)
White Thranta Security Captain	Tatooine (Q)	14	–	whitethranta	Rifle	Assist (5)|Killer
White Thranta Security Elite	Tatooine (Q)	13	–	whitethranta	Rifle	Assist (5)
White Thranta Security Guard	Tatooine (Q)	9	–	whitethranta	Rifle	–
White Thranta Security Officer	Tatooine (Q)	11	–	whitethranta	Rifle	Assist (5)
White Thranta Specialist	Tatooine (Q)	9	–	whitethranta	Pistol	Assist (3)
White Thranta Technician	Tatooine (Q)	8	–	whitethranta	Pistol	–
Wilhalm Skrim	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Will Of Solitude	Corellia	36	–	solitude (Rebel)	Pistol	–
Windom Starkiller	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Wirartu	Arena	65	B	forest kerritamba (")	Melee	Assist (24)|Killer
Wise Gondula Ritualist	Endor	79	–	gondula tribe (")	Ranged	–
Wise Jinda Rigualist	Endor	67	–	jinda tribe (")	Unarmed	–
Wise Panshee Rigualist	Endor	70	–	panshee tribe (")	Ranged	–
Wookie Informant	all (Q)	29	–	Rebel (")	Unarmed	–
Wookiee Battleleader	Kash. (Ka)	32	E	kashyyyk resistance (")	Ranged	Assist (24)
Wookiee Battleleader	avatar	85	E	avatar kashyyyk (")	Ranged	Assist (24)
Wookiee Brawler	all	4	–	mercenary	Pistol	–
Wookiee Captive	Kashyyyk	20	–	kashyyyk	Unarmed	–
Wookiee Captive	avatar	50	E	kashyyyk	Unarmed	–
Wookiee Commando	Kash. (Ka)	30	–	kashyyyk resistance (")	Ranged	Assist (24)
Wookiee Commando	avatar	84	E	avatar kashyyyk (")	Ranged	Assist (24)
Wookiee Freedom Fighter	Kash. (Ka)	27	–	kashyyyk resistance (")	Ranged	Assist (24)
Wookiee Freedom Fighter	avatar	83	E	avatar kashyyyk (")	Ranged	Assist (24)
Wookiee Guard	Kashyyyk	27	–	kashyyyk	Ranged	Assist (24)
Wookiee Villager	Kashyyyk	24	–	kashyyyk	Unarmed	–
Wrhisch	Kash. (Ka)	25	E	mad wookiee	Unarmed	Assist (24)|Killer
Wuher	Tatooine	8	–	townsperson	Unarmed	Can't be harmed
Xos	Mustafar	88	E	self	Jedi	Can't be Slowed|Assist (24)|Killer!
Xy'lan Kee'choap	Naboo	26	–	mauler	Carbine	Assist (6)|Stalker|Killer
Xylan Kee'choap's Henchman	Naboo	26	–	mauler	Carbine	Assist (6)
Yakasoba	Yavin 4	68	–	graverobber (scavenger)	Sword	Assist (12)|Killer
Yarick Tempol's Assistant	Naboo	26	–	mauler	Pistol	Assist (6)
Young Mos Taike Guard	Tatooine	20	–	townsperson (")	Carbine	Assist (10)|Killer
Zealot Of Lord Nyax	Corellia	40	E	followers of lord nyax (")	Carbine	Assist (6)|Killer
Zolo Sartain	Naboo	25	–	mauler	Carbine	Assist (6)|Killer
Zolo Sartain's Bodyguard	Naboo	26	–	mauler	Carbine	Assist (6)

MOUNTS

Some creatures can be ridden as mounts. They're listed here, with their walk and run speeds. The final three columns list how fast each one can sprint, how long it can sprint (in seconds), and how long it must recover (again in seconds) before it can sprint again.

Mount	Walk	Run	Sprint	Dur	Recycle
bantha	0.9	7	9	165	680
bol	0.95	7.5	9.75	180	660
brackaset	1.69	7.5	8.5	300	780
carrion spat	2.47	7.5	11.5	120	600
dewback	0.95	7.5	9.75	180	660
falumpaset	1.69	7.5	8.5	300	780
kaadu	2.47	7.5	11.5	120	600
kashyyyk bantha	0.9	7	9	165	680
tauntaun	1.7	6.8	10.5	125	600
varactyl	3	8.5	11.5	120	600

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WEAPONS

As a member of a combat profession, your weapon is your most essential tool for advancement. Picking the weapon that best fits your playstyle and your function in a group can make a crucial difference in your long-term success.

These tables break down the fundamental numerical stats that distinguish one weapon from the other in the game, allowing you to see at a glance which available weapon offers more to you personally.

Weapon. Name of the weapon. Weapons are grouped by type (pistols, rifles and so forth) and the table for each type is sorted alphabetically by name.

Damage. Damage output range for the weapon. The minimum and maximum amount of damage a weapon of this type can deal.

Type. The type of base damage the weapon deals — **kinetic** or **energy**.

Special Damage. In addition to its base damage, some weapons also inflict **Acid**, **Cold**, **Electrical** or **Heat** damage.

Range. The weapon's maximum range, in meters.

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WEAPONS

MELEE WEAPONS

Weapon	Damage	Type	Sp Dam	Range
Black Metal Gaderiffi Baton	128–256	kinetic	–	4
Black Sun Razor Knuckler	239–477	energy	–	4
Blaster Fist	211–421	energy	6–30 H	4
Knuckles of the Katarn	239–477	kinetic	10–30 C	4
Massassi Knuckler	128–255	energy	–	4
Vibro Knuckler	128–255	energy	–	4

SWORDS (1-HANDED)

Blade of Nyenthi'Oris	239–477	kinetic	–	4
Champion's Sword	183–366	kinetic	–	4
Curved Nyax Sword	211–421	kinetic	–	4
Curved Sword	128–255	kinetic	–	4
Dagger	12–23	kinetic	–	4
Donkuwah Knife	12–23	kinetic	–	4
Gaderiffi Baton	128–255	kinetic	–	4
Jagged Vibroblade	82–164	energy	–	4
Janta Knife	12–23	kinetic	–	4
Junti Mace	239–477	kinetic	–	4
Mustafar Bandit Sword	267–534	kinetic	–	4
Nak'tra Crystal Knife	239–477	kinetic	–	4
Nyax Sword	156–311	kinetic	–	4
Obsidian Sword	267–534	kinetic	–	4
Rantok	156–311	kinetic	–	4
RSF Sword	211–421	kinetic	–	4
Ryyk Blade	239–477	kinetic	–	4
Sinew Wrapped Knife	211–421	kinetic	–	4
Stone Knife	12–23	kinetic	–	4
Stun Baton	239–477	energy	10–30 EL	4
Survival Knife	12–23	kinetic	–	4
Sword	44–87	kinetic	–	4
Urnsor'is SoulLeecher	239–477	kinetic	–	4
Vibroblade	82–164	energy	–	4
Xris Acid Sword	239–477	kinetic	10–30 A	4

SWORDS (2-HANDED)

Black Sun Executioner's Hack	183–366	kinetic	–	4
Gamorrean Battleaxe	44–87	kinetic	–	4
Heavy Axe	12–23	kinetic	–	4
Power Hammer	239–477	kinetic	–	4
Power Hammer (Quest)	267–534	kinetic	–	4
Scythe Blade	239–477	kinetic	8–28 A	4
Two-Handed Axe	44–87	kinetic	–	4
Two-Handed Cleaver	82–164	kinetic	–	4
Two-Handed Curved Sword	128–256	kinetic	–	4
Two-Handed Kashyyk Sword	156–311	kinetic	–	4
Two-Handed Obsidian Sword	267–533	kinetic	–	4
Two-Handed Sith Sword	239–477	kinetic	8–28 C	4
Two-Handed Tulrus Sword	267–533	kinetic	–	4

POLEARMS

Weapon	Damage	Type	Sp Dam	Range
Cryo Lance	183–366	kinetic	4–25 C	4
Electric Polearm	211–421	kinetic	6–30 EL	4
Janta Staff	44–87	kinetic	–	4
Kaminoan Great Staff	239–477	kinetic	–	4
Kashyyyk Bladestick	239–477	kinetic	–	4
Massassi Lance	239–477	kinetic	–	4
Metal Staff	63–125	kinetic	–	4
Nightsister Energy Lance	239–477	energy	–	4
Nightsister Lance	183–365	energy	–	4
Obsidian Lance	267–533	kinetic	–	4
Reinforced Combat Staff	44–87	kinetic	–	4
Shock Lance	239–477	energy	10–30 EL	4
Trandoshan Hunter's Lance	183–365	kinetic	–	4
Vibro Axe	183–366	kinetic	–	4
Vibro Lance	239–477	energy	–	4
Wood Staff	12–23	kinetic	–	4
Xandank Lance	267–533	kinetic	–	4

LIGHTSABERS

ONE-HANDED

Training Lightsaber	63–125	energy	–	4
1st Generation Lightsaber	128–255	energy	–	4
2nd Generation Lightsaber	155–310	energy	–	4
3rd Generation Lightsaber	211–421	energy	–	4
4th Generation Lightsaber	239–477	energy	–	4

TWO-HANDED

2H 1st Generation Lightsaber	128–255	energy	–	4
2H 2nd Generation Lightsaber	155–310	energy	–	4
2H 3rd Generation Lightsaber	211–421	energy	–	4
2H 4th Generation Lightsaber	239–477	energy	–	4

POLEARMS

Double-Bladed 1st Gen. Lightsaber	128–255	energy	–	4
Double-Bladed 2nd Gen. Lightsaber	155–310	energy	–	4
Double-Bladed 3rd Gen. Lightsaber	211–421	energy	–	4
Double-Bladed 4th Gen. Lightsaber	239–477	energy	–	4

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PISTOLS

Weapon	Damage	Type	Sp Dam	Range
Alliance Disruptor	113–225	energy	–	35
CDEF Pistol	5–10	energy	–	35
D18 Pistol	20–40	energy	–	35
DE-10 Pistol	113–225	energy	–	35
Death-Hammer Pistol	100–200	energy	–	35
DH17 Pistol	75–150	energy	–	35
Disruptor Pistol	125–250	energy	–	35
DL 44 Metal Pistol	63–125	energy	–	35
DL44 "Dosh Special" Pistol	113–225	energy	–	35
DL44 Pistol	30–60	energy	–	35
DL44 XT	113–225	energy	–	35
DX2 Pistol	113–225	energy	–	35
DX2 Pistol (Quest)	63–125	energy	–	35
Elite Launcher Pistol	113–225	kinetic	10–30 H	30
Featherweight FWG5 Pistol	113–225	kinetic	–	35
FWG5 Pistol	113–225	kinetic	–	35
Geonosian Sonic Blaster	88–176	energy	–	35
High Capacity Scatter Pistol	113–225	kinetic	–	35
Intimidator Pistol	113–225	kinetic	–	35
Ion Relic Pistol	125–250	energy	–	35
Ion Stunner Pistol	113–225	energy	10–30 EL	35
Jawa Ion Pistol	75–150	energy	4–25 EL	35
Kashyyyk Stalker Pistol	113–225	kinetic	10–30 A	35
Launcher Pistol	63–126	kinetic	4–25 H	45
Launcher Pistol (Quest)	250–500	kinetic	4–25 H	45
Long Vibro Axe	211–421	energy	–	4
Medium Launcher Pistol	88–175	kinetic	4–25 H	30
Modified Republic Blaster	113–225	energy	–	35
Power5 Pistol	101–201	energy	–	35
Renegade Pistol	113–225	energy	–	35
Republic Blaster	113–225	energy	10–30 A	35
Republic Blaster (Quest)	113–225	energy	–	35
Scatter Pistol	63–125	energy	–	35
Scout Blaster	40–80	energy	–	35
SR Combat Pistol	100–200	energy	6–30 C	25
Striker Pistol	63–125	kinetic	–	35
Tangle Pistol	88–176	kinetic	–	35
Tchotchee Pistol	113–225	energy	10–30 H	35
Trandoshan Suppressor Pistol	113–225	energy	10–30 EL	30
Vexa Flechette Pistol	113–225	kinetic	–	35

CARBINES

Weapon	Damage	Type	Sp Dam	Range
Alliance Needler Carbine	88–175	kinetic	–	50
Bothan Bola Carbine	100–200	energy	–	50
CDEF Carbine	5–10	energy	–	35
Corsec CDEF Carbine	5–10	energy	–	35
Czerka Dart Carbine	113–225	kinetic	–	50
DC15 Carbine	113–225	energy	–	35
DH17 Carbine	20–40	energy	–	30 or 40
DH17 Short Carbine	40–80	energy	–	35
DXR6 Carbine	338–675	energy	–	65
E11 Carbine	63–125	energy	–	40
E11 Carbine Mark II	113–225	energy	–	50
E5 Carbine	113–225	energy	–	50
EE3 Carbine	75–150	energy	–	50
Enhanced E11 Carbine	63–125	energy	–	40
Kalranoos Carbine	88–175	energy	4–25 EL	50
Laser Carbine	113–225	energy	8–30 H	50
Lithitanium Carbine	63–125	energy	–	40
Modified X1 Carbine	125–250	kinetic	10–30 H	35
Nym's Slug-thrower Carbine	113–225	kinetic	8–30 A	50
Proton Carbine	113–225	energy	10–30 C	50
Sfor Republic Carbine	125–250	energy	10–30 EL	50
Special Ops Bola Carbine	113–225	energy	–	50

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WEAPONS (CONTINUED)

RIFLES

Weapon	Damage	Type	Sp Dam	Range
Advanced Laser Rifle	381–762	energy	–	65
Assault Bowcaster	381–762	kinetic	–	65
Beam Rifle	294–587	energy	4–25 H	65
Berserker Rifle	338–675	kinetic	–	65
CDEF Rifle	20–40	energy	–	35
DC15 Rifle	381–762	energy	–	60
Disruptor Rifle	425–850	energy	10–30 EL	64
DLT20 Rifle	68–135	energy	–	40
DLT20a Rifle	99–197	energy	–	45
DP-23 Rifle	425–850	energy	–	64
E11 Rifle	250–499	energy	–	45
Fallann Hyper-Rifle	381–762	kinetic	–	65
Heavy Acid Rifle	300–600	energy	4–25 A	45
Jawa Ion Rifle	381–762	energy	6–30 EL	65
LD-1 Rifle	381–762	kinetic	–	65
Light Bowcaster	20–40	kinetic	–	30
Light Laser Rifle	337–674	energy	–	65
Light Lightning Cannon	337–674	energy	6–30 EL	65
Light Lightning Rifle	294–587	energy	4–25 EL	65
Lightning Rifle	205–410	energy	4–25 EL	65
Massassi Ink Rifle	293–586	energy	–	65
Odara'Risll Rifle	338–675	kinetic	–	65
Proton Rifle	381–762	energy	–	65
Recon Bowcaster	130–259	kinetic	–	65
SG82 Rifle	130–260	energy	–	40
Spraystick	205–410	kinetic	4–25 H	65
T21 Rifle	381–762	energy	–	65
Tenloss DXR-6 Disruptor Rifle	338–675	energy	–	65
Trandoshan Hunter's Rifle Mark-1B	426–851	energy	–	65
Tusken King's Rifle	337–674	kinetic	–	65
Tusken Rifle	338–675	kinetic	–	65

HEAVY WEAPONS

Weapon	Damage	Type	Sp Dam	Range
Acid Stream Launcher	400–800	energy	6–30 A	65
Blackscale Acid Launcher	450–900	energy	10–30 A	55
Flame Thrower	400–800	energy	6–30 H	40
Heavy Lightning Cannon	426–851	energy	10–30 EL	65
Heavy Particle Beam Cannon	350–700	energy	4–25 H	40
Heavy Republic Flame Thrower	500–1000	energy	10–30 H	28
Lava Cannon	500–1000	energy	10–30 H	36
Lightning Beam Cannon	450–900	energy	8–30 EL	40
Plasma Flame Thrower	450–900	energy	10–30 H	25
Rocket Launcher	300–600	kinetic	4–25 H	64

GRENADES

All grenades have a 3-second delay, can be thrown 30 meters, and affect a 15-m radius. You cannot throw another grenade of the same type for 10 seconds.

Grenade	Damage	Combat Level	Other Effects
Bug Bomb	162–645	1	–
Cryoban Grenade	500–600	56	-25% movement, 30 sec
Fragmentation Grenade	170–210	48	–
Glop Grenade	600–700	54	–
Imperial Detonator	800–900	72	–
Light Fragmentation Grenade	22–64	1	–
Proton Grenade	1200–1300	80	disables vehicles, 30 sec / DOT 20 (H), 40 sec
Thermal Detonator	1000–1100	80	DOT 40 (H), 30 sec

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