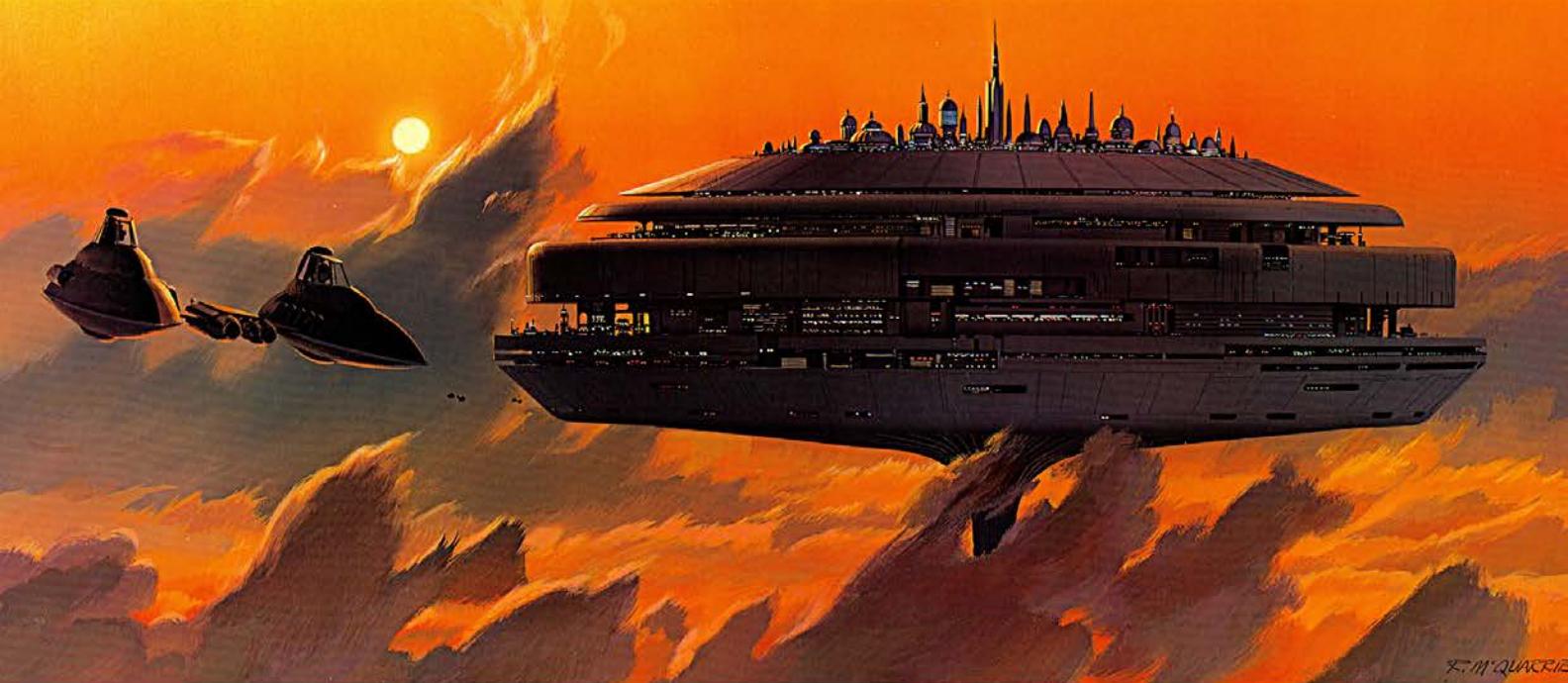


STAR WARS

ROLEPLAYING GAME

REVISED • EXPANDED • UPDATED



UNIVERSE SECTION

14

CHAPTER FOURTEEN

THE GALAXY

You've no doubt heard the stories of the Republic's battles against the Separatists... of a young pilot named Luke Skywalker who destroyed the Death Star with a single incredible shot... of the terrible Battle of Hoth, where Imperial walkers devastated the main Rebel base... of the climactic Battle of Endor, where Luke Skywalker confronted Emperor Palpatine and Darth Vader aboard the second Death Star.

But there are many more stories to be told... tales of other valiant heroes and other great struggles against evil.

You have been born into a civilization that has stood intact for twenty-thousand years... one which can lay claim to millions of worlds, populated by thousands of different species. You have been witness to the most important events in this terrible war with the Galactic Empire, or perhaps the Sith War, or the Clone Wars. You have lived in an era of social and political upheaval which has shaken the very foundations of the galaxy.

Even twenty years after the Rebels' victory at the Battle of Yavin, people are experiencing a period of great change. The remnants of the Empire and other forces continue to threaten the security of the New Republic. The ideals of freedom and justice are still imperiled by those who crave power and disregard the rights of others. I suspect the challenges of the future will be just as difficult as those of the past.

If you want to gamemaster, go ahead and read this chapter since you need to know a lot about the Star Wars universe.

However, the players don't need to know everything. For example, while they should know how money and languages are handled and have a basic grasp of the Republic's history, you might not want them to know about the rise of the New Republic, especially if your games are going to be set in that era. Go through this chapter and decide for yourself what the players should read...



Note on Dating Conventions

We have chosen to mark the years in this rulebook with the emerging dating standard, one that establishes the true significance of the Empire's decline and the Rebellion's unstoppable triumph. We have taken as our calendar "zero point" the date of the Battle of Yavin, the destruction of the first Death Star, and the first overwhelming victory of the Rebel Alliance. We see this as the primary beginning of our time and way of life. Thus, events that precede the historic Battle of Yavin are indicated BBY, while those occurring after are ABY. Future generations will recognize these years as the genesis of a golden age for the galaxy.

HISTORY

As the gamemaster, you are free to set your *Star Wars* campaign in any time period. The information presented in this history is intended to give you enough of a backdrop to comfortably set adventures in any of these eras. In order to simplify the "history" of the *Star Wars* universe, we have divided it into several "eras". Each era generally revolves around a particular event, or series of events.

Summary of the Eras

 **The Old Republic.** 25,000-1,000 years before the Battle of Yavin. The Old Republic was the legendary government that united a galaxy under the rule of the Senate. In this era, the Jedi are numerous, and serve as guardians of peace and justice. The *Tales of the Jedi* comics take place in this era, chronicling the immense wars fought by the Jedi of old, and the Empire of the Ancient Sith who sought domination.

 **The Rise of the Empire/Clone Wars.** 1,000-19 years before the Battle of Yavin. For a thousand years, the Galactic Republic maintained democracy in the galaxy with the Jedi as its guardians of peace and justice. But a Sith plot, a millennia in the making, engulfs the galaxy in the Clone Wars, leading to the ascendancy of the Emperor and the fall of the Jedi. This is the era that contains the prequel trilogy and the *Clone Wars* animated series.

 **The Dark Times.** 19-0 years before the Battle of Yavin. After the fall of the Republic, the galaxy was plunged into a less civilized age. The Empire has risen to full power and has begun its crushing domination. But a spark of resistance has just begun to ignite, what would soon become an inferno of rebellion. The *Rebels* animated series takes place during this era.

 **The Rebellion.** 0-5 years after the Battle of Yavin. An outcry of resistance begins to spread across the galaxy in protest to the new Empire's tyranny. Cells of the Rebellion fight back, and the Galactic Civil War begins. This era begins with the Rebel victory that secured the Death Star plans, now known as the Battle of Yavin, and ends a year after the death of the Emperor high over the forest moon of Endor. The Rebellion starts to reform itself into a body of government, first as the Alliance of Free Planets, and later the New Republic. This is the era that contains the classic trilogy.



The New Republic. 5-25 years after the Battle of Yavin. Having defeated the Empire at the Battle of Endor, the Rebel Alliance must now transform itself from a militant resistance force into a functioning galactic government. As Imperial territory is reclaimed, the New Republic suffers growing pains, having to fend off insurrections, Imperial loyalists, and wayward warlords. Also, Luke Skywalker, the last of the Jedi, begins training apprentices, rebuilding the Jedi order. This era is largely described in the Bantam novels, such as the *Thrawn Trilogy*.



The New Jedi Order. 25-30 years after the Battle of Yavin. The Jedi Knights are now a hundred strong. The New Republic has signed a peace treaty with what little remains of the Empire. The galaxy is finally enjoying a peaceful respite from decades of war. It's at this time that a horrible alien menace invades the Republic from beyond known space. The Yuuzhan Vong lay waste to entire worlds in their scourge, as depicted in the Del Rey novels of the New Jedi Order.



Legacy of the Force. 30-140 years after the Battle of Yavin. This is the era of Luke Skywalker's legacy: The Jedi Master has unified the order into a cohesive group of powerful Jedi Knights. Coruscant has begun to undergo reconstruction from the Yuuzhan Vong invasion, and the Galactic Alliance weathers internal pressures. However, as the era begins, planetary interests threaten to disrupt this time of peace and Luke is plagued by visions of approaching darkness.

THE OLD REPUBLIC

The Old Republic era takes place from 25,053 BBY (the founding of the Republic), until 1000 BBY (the Seventh Battle of Ruusan and the end of the New Sith Wars). The Old Republic Era focuses on the period between the Great Sith War and the final destruction of the old Sith Empire. During this time, the galaxy is embroiled in one war after another, and the Jedi are all but wiped out.

The Great Sith War

The Great Sith War begins with the fall of two Jedi Students to the dark side: Exar Kun and Ulic Qel-Droma. The spirit of an ancient Sith Lord, Marka Ragnos, tempts the two Jedi and trains them in ancient teachings of the Sith. Flush with power, the two new Sith Lords lead the forces of the Krath – a dark-side cult founded on the Deep Core world of Empress Teta – in a war against the Republic. As the galaxy becomes embroiled in a conflict between the Sith and the Republic, many Jedi fight on either side of the battle. Some defend the Republic from their former comrades, while others are tempted by the lure of the dark side.

The Great Sith War takes an interesting turn with lasting repercussions when Ulic Qel-Droma vanquishes Lord Mandalore in single combat. This binds the Mandalorian clans to the Sith Lord, and he uses their prowess and numbers to redouble the Sith war effort. With both the Krath and the Mandalorians at their command, the Sith ravage the galaxy and deal the Republic blow after blow, staggering their forces. As more and more Sith train on the planet Korriban, thousands of Jedi die at the hands of Krath and Mandalorian forces.



The tide turns once more in favor of the Republic as the brothers Ulic and Cay Qel-Droma engage in a vicious duel on Ossus. After slaying Cay, a despondent Ulic surrenders to the Jedi Nomi Sunrider. Following his capture, the Republic begins an offensive that drives the forces of the Sith back, eventually shattering the Krath forces, routing the Mandalorians, and scattering the few remaining Sith to the farthest reaches of the galaxy. Crippled by the prolonged war effort, the Republic cannot pursue the Sith forces, and Korriban remains under Sith control.

The Restoration Period

The Great Sith War is a devastating event that causes more damage than any conflict since the Great Hyperspace War a thousand years before. The Jedi Order, greatly depleted, turns inward to heal itself, increasing the responsibilities of a Republic that is barely standing. Piracy is rampant. Trade routes, which had been blazed and developed over centuries at enormous cost, require redevelopment at nearly every stop. Nearly one quarter of the civilized worlds in the Republic have been devastated by the conflict, and most worlds are left on their own to rebuild as the Republic's resources are depleted.

With the Republic itself on the verge of collapse for over a decade following the war, a group of politicians put into motion a series of events that eventually restores the Republic to its prior strength. By guaranteeing the various corporations throughout the galaxy safe passage and trade along the space lanes in exchange for commercial investment in the Republic's infrastructure, the Republic is able to rebuild its military and provide much needed goods to the devastated people of the galaxy. Hyperspace explorers once again began scouting the galaxy in

earnest, discovering newer and safer routes. Across the galaxy, planets begin to rebuild, commerce resumes, and the Republic's military might is reestablished.

The enemies of the Republic are far from inactive during this time, however. The Sith, who had fled back to Korriban, bide their time and keep a low profile, while those who had fled to the Unknown Regions practice their dark arts in secret. The Mandalorians continue their nomadic existence, rebuilding their ranks and continuing the Mandalorian tradition. Though the Sith would remain silent for a time, the Mandalorians marshal their forces in secret for a return to the galactic stage.

The Mandalorian Wars

The first battles of the Mandalorian Wars begin nearly a year before the Mandalorian's major invasion. The nomadic mercenary army begins testing the rebuilt Republic's defenses by raiding Outer Rim worlds and interrupting trade routes, forcing the Republic to push its resources further than they were prepared. When the Republic has been stretched thin across the Outer Rim, the Mandalorians launch a major offensive, invading worlds and devastating the Republic military in battle after battle. As the Mandalorians launch focused strikes against the Republic's poorly defended targets, chaos spreads throughout a Republic that fears the devastation of the Great Sith War.

After a series of military failures, the Republic once again turns to the Jedi Order for aid. Having been hit the hardest by the casualties of the Great Sith War, the Jedi Order refuses, at first, to join the military effort. However, among the Jedi are a few who cannot stand by while the Mandalorian invasion batters at the Republic's defenses, including a powerful Jedi called Revan. Revan leads other like-minded Jedi into battle once

more, despite the Order's directive that they should not be involved. After victories against the Mandalorians, even more Jedi flock to Revan's call. Over time, the Republic cedes control of many of its military assets to the Jedi, and the Mandalorian Wars begin in earnest.

As battles rage across the galaxy, Mandalorians win victories against the Republic and the Republic reclaims territories lost to the Mandalorians. Quickly, Jedi such as Revan and his apprentice Malak, become war heroes. After years of violent conflict, the Republic finally manages to repel the Mandalorians with a devastating victory at Malachor V. There, the Mandalorian forces are nearly wiped out. The surviving Mandalorians go into exile, and the Jedi are heralded as saviors of the Republic. Surprisingly though, Revan and Malak gather the remnants of their fleets and flee into the Unknown Regions. For a short few months, peace reigns in the Republic once more, but questions surround the departure of the Jedi.

The Jedi Civil War

Celebration of victory over the Mandalorians soon turns bitter when Revan and Malak return from the Unknown Regions at the head of a massive Sith Armada. Darth Revan and Darth Malak, now Dark Lords of the Sith, quickly reclaim the planet Korriban, seize control of a large swath of Republic space and declare themselves the leaders of a new Sith Empire. While in the Unknown Regions, Revan and Malak steep themselves in the teachings of those Sith who had been defeated in the Great Sith War, and empowered by the Jedi victories in the Mandalorian Wars they set out to conquer the galaxy. The Sith military continue their assaults on Republic worlds, conquering one planet after another, embroiling the galaxy in conflict once more.

Even though the Republic military that travel with Revan and Malak have long since been corrupted by the dark side, upon their return they are joined by many other Republic loyalists. Former comrades-in-arms now fight one another in desperate battles. A Republic that is already damaged by the Mandalorian Wars, struggles to fight off a new enemy made up of their former allies. Many worlds voluntarily join the Sith, believing that because Revan and Malak saved them from the Mandalorians they are more fit to lead than the Republic. Revan recruits to his cause those Jedi who will follow him, and he attacks the rest, forcing the Jedi to choose between joining the Sith or death.

A Jedi strike force alters the course of the Jedi Civil War by boarding a starship controlled by Revan and Malak, and engaging the two Sith Lords in combat. Malak turns on his master, and Revan is struck down, only to be saved by a young Jedi named Bastila Shan. A captive of the Jedi, Revan's memory is erased and his identity rebuilt as a loyal agent of the Republic. This ruse does not last long, and soon Revan rediscovers who he is and what he has done. Rejecting his former self and embracing the way of the light, Revan retraces his steps and discovers a massive artifact known as the Star Forge, aboard which he duels and vanquishes his former apprentice, Malak, ending the Jedi Civil War.

The Dark Wars

After Darth Malak's defeat at the Battle of Rakata Prime, the forces of the Sith fall into chaos. Retreating from continued attacks by the Republic, the Sith Empire fragments into hundreds of smaller territories ruled over by Sith warlords. The

few remaining Dark Lords of the Sith fight with one another over the scraps of their Empire, damaging themselves as much as the Republic. While the Republic rebuilds its forces, the Sith seem content to eradicate themselves, as each Dark Lord of the Sith becomes determined to be the new leader of the Sith Empire.

Though the Sith are at war with themselves, a small number of Sith Lords band together to form new leadership for their crumbling Empire. Three Sith Lords, Darth Nihilus, Darth Sion, and Darth Traya, decide to restore their former power by eliminating the greatest threat facing the Sith: the Jedi Order. Over the course of several months, these Sith Lords dispatch assassins and strike forces to eliminate the few remaining members of the Jedi Order. In the middle of the Dark Wars, the Jedi order collapses and only a few survivors escape death at the hands of the Sith.

The Sith Triumvirate eliminates the Jedi and seizes control of the failing Sith Empire, planning to reclaim lost territory and launch a united offensive once more. However, these plans are dashed when a Jedi survivor slays all three members of the Sith Triumvirate and helps eliminate the last of the Sith threat. At the end of the Dark Wars, the Jedi survivors begin to rebuild their Order, the Republic solidifies its forces, and the galaxy is once again peaceful and prosperous.

RISE OF THE EMPIRE

The events of *Episode I: The Phantom Menace*, *Episode II: Attack of the Clones*, and *Episode III: Revenge of the Sith* take place during the twilight of this era. The events of *The Clone Wars* animated series also happen in this era.

During the era, all species are equal. For every Human senator, there are many more alien species in the Senate. Some species from the later eras haven't been encountered yet (such as Ewoks), and some have made only cursory visits to the galaxy (such as the advance scouts from the Yuuzhan Vong). The Order of the Jedi Knights is held together by the Jedi Council, and some ten thousand Knights roam the galaxy as the defenders of the Republic. Many more Force-sensitive beings train in Jedi academies throughout the Republic, each hoping to be selected as a Padawan learner. Those who aren't selected for advanced training use the skills they have acquired to help the Republic in some other way. Some, for example, become farmers in the Agri-Corps or healers in the Medi-Corps.

Corrupt officials, various criminals, evil corporations, assassins, petty warlords, and dark Jedi abound in this time frame. New worlds still await discovery, and new alien species are encountered all the time. Any of these topics can become the seeds for great adventures. Remember also that the Jedi Council wants to learn more about the new Sith menace. From its chamber high atop the Jedi Temple in Coruscant, the capital world of the Republic, the Jedi Council quietly directs key members of the Jedi order to investigate incidents that might somehow be tied to the Sith. Although the Sith started as an empire controlled by corrupt Jedi, eventually Darth Bane altered the nature of the Sith forever. He dictated the rule of the new Sith order: There could be only two Sith at any time, a master and an apprentice. This doesn't limit the number of followers and lackeys the Sith could utilize, just the number of actual Sith.



The Battle of Naboo

Though the Battle of Naboo is little more than a skirmish between the Trade Federation and the planetary defense forces of the planet Naboo, it is the precursor to the Clone Wars, which begin ten years later. The repercussions of this battle echo through the Clone Wars and beyond. After the Battle of Naboo, Palpatine is elected to the post of Supreme Chancellor, allowing him to manipulate the Republic into the Clone Wars. Meanwhile, the Trade Federation is rebuffed and joins with the other trade organizations to form the alliance that eventually becomes the Confederacy of Independent Systems. Lastly, the Battle of Naboo leads to Anakin Skywalker becoming the Padawan of Obi-Wan Kenobi, a course of events that shakes the entire galaxy.

The Clone Wars

The Clone Wars encompasses a complicated series of battles and skirmishes with a complex history covering approximately three years. The first true battle of the Clone Wars, the Battle of Geonosis, introduced the Grand Army of the Republic and unleashed the clone troopers upon the galaxy. On the desolate planet of Geonosis, the first shots of the galactic conflict were fired, and the full extent of Count Dooku's betrayal became evident to the Jedi. Many Jedi were killed on Geonosis, but just as may were thrust into the command of the clone forces, setting a precedent that drew the Jedi out into the galaxy as military leaders.

The Clone Wars rage on for years. The episodes of *The Clone Wars* animated series account for many of the battles and happenings during this time. The Confederacy and Republic are locked in war, each side waxing and waning from time to time. Various plots among the Jedi Order unfold as they must deal with the threats of General Grievous, plots in the Republic Senate, and other internal struggles. The Confederacy also struggles with its own legitimacy under a despotic leader.

After three years of struggling against the Confederacy, the Jedi strike a major blow against the Separatists with the death of Count Dooku. In the process of rescuing Supreme Chancellor Palpatine from the flagship of the Separatist fleet, Anakin Skywalker dispatches the Sith apprentice, and the Republic wins a

significant victory. A short time later, Obi-Wan Kenobi ends General Grievous's reign of terror during the siege of Utapau. In a short time, the Jedi eliminate two of the Confederacy's powerful leaders, and the tide shifts heavily in favor of the Republic.

Order 66

Without strong military leadership, the Confederacy is on the brink of collapse. The Jedi suspect that Palpatine has no intention of giving up his power after the Clone Wars end. After a confrontation leaves Mace Windu dead and Anakin Skywalker as the new apprentice of Darth Sidious, clone forces throughout the galaxy respond

to Order 66, turning on their Jedi generals and slaughtering the noble defenders of the Republic. With the Jedi Order wiped out, Skywalker, now named Darth Vader travels to Mustafar, murders the remaining leaders of the Confederacy, and brings the Clone Wars to its true end.

THE DARK TIMES

The Republic has fallen. The Jedi are all but extinct. The Sith rule the galaxy, and the new Galactic Empire tightens its grip on star systems with no one to oppose it. The Dark Times consist of the period beginning immediately after the conclusion of *Revenge of the Sith* and leading up to the destruction of the first Death Star at the Battle of Yavin. This time frame encompasses the true rise of the Empire to full prominence and the descent of the galaxy into a less civilized age.

Establishment of the New Order

The Dark Times arguably begin with the execution of Order 66 and Supreme Chancellor Palpatine's famous Declaration of a New Order speech. From this point the Empire begins its ascendancy toward total domination. With clone troopers spread throughout the galaxy for the Clone Wars, the Empire begins its reign with personnel deployed almost everywhere from the first day. Regional governors are given a higher degree of control over their domains than ever before, and the Empire begins to crack down on dissent wherever it arises.

The military machine starts to extend its reach throughout the galaxy, with Star Destroyers hovering over every major planet. Machines of war, ostensibly there to protect the peace, now roll through the streets of every city from the Core to the Outer Rim. Imperial Moffs replace planetary leaders as the authority on every world, and law enforcement becomes the domain of stormtroopers and officers of the Empire.

Ascension of Imperial Leaders

Some of the galaxy's most tyrannical leaders rise to power during the Dark Times. Grand Moff Tarkin, the man who will eventually be responsible for the destruction of Alderaan, rises through the Imperial hierarchy during this time. Grand Admiral

Thrawn revolutionizes Imperial naval tactics, while famous officers such as General Veers, Admiral Motti, and Admiral Ozzel continue their ascension to command roles. Imperial Intelligence reaches new levels of pervasiveness under the control of Armand Isard, and ambitious Moffs such as Jerjerrod and Tavira accumulate power.

This time period also sees the rise of several Imperial leaders who will go on to play a major role in the Empire's downfall. Rebel Alliance leaders such as Crix Madine and Jan Dodonna serve as Imperial officers for a time during this period, though they will later defect to the Rebellion when the Empire's tyranny becomes too much for them to bear. Although they serve as Imperial agents during the Dark Times, the seeds of their defection have already been planted. Additionally, late in the Dark Times some famous heroes such as Han Solo even serve the Empire for a short time, but as it becomes apparent how deep the Empire's evil goes, they strike out on their own.

Growing Threat of the Dark Side

With the Sith dominating the galaxy and the Jedi Order nearly completely wiped out, it comes as no surprise that the agents of the dark side of the Force become prevalent during these years. The establishment of the Inquisitorius (the Empire's cabal of Jedi hunters) gives Jedi traitors and fallen Jedi a place to continue service under the Empire, while the Emperor and Vader begin training a small number of Force-users to serve as their personal servants. During the Dark Times, Emperor's Hands such as Mara Jade and Shira Brie have already begun their training, and they will start taking on missions for the Empire despite being merely teenagers.

The Emperor also allows the spread of dark side Force-users in other areas. The Prophets of the Dark Side, cultists and evil Force adepts from the world of Dromund Kaas, serve the Emperor and train his agents in the ways of the dark side. On the Emperor's personal fortress world of Byss, dark side adepts use

Sith alchemy to create Imperial Sentinels, while the Emperor's elite Royal Guardsmen are taught the techniques of the dark side of the Force in their training as Sovereign Protectors. Everywhere throughout the galaxy, the presence of the dark side seeps in like the fetid waters of corruption.

Imperial Atrocities

With no one to oppose them, agents of the Empire commit atrocities on a scale previously considered unimaginable. The Empire razes the planet Caamas at Palpatine's command, leaving the planet devastated and inhospitable to the native Caamasi. Innocent beings on worlds controlled by the Empire are slaughtered, as in the case of the Ghorman Massacre (an event that would help mobilize early Rebels to action). Other worlds, such as Duro and Centares, are simply used up and discarded to improve the Imperial war machine.

Moreover, many species are subjected to the horrors of slavery, such as the Mon Calamari and the Wookiees. During this time period, non-Human aliens are treated as second-class citizens, and the Empire passes legislation with a distinct anti-alien bias. The Empire allows the Corporate Sector Authority to expand into nearly thirty thousand star systems, in the process coming into contact with and eventually exploiting a number of native alien species, with no regard for those species' rights. Even Humans from worlds out of favor with the Emperor find themselves trapped under the government's boots, making it a difficult time to be a citizen of any species.

A Less Civilized Age

Another side effect of the Dark Times is that criminal activity increases as well. Major criminal organizations see exceptional growth and prosperity, such as the Black Sun crime syndicate, mostly due to the fact that Imperial governors and bureaucrats were so prone to corruption. Many leaders will turn a blind eye to the crime and vice spread by these crime syndicates, allowing



them to run rampant. Where once the decency of common citizens could hold criminals in check, the oppression of the Empire stamps out most of the resistance left in the general populace, leaving organized crime to prosper as never before.

In the wake of the Clone Wars, the Empire seizes control of the economic and trade assets of the former members of the Confederacy. This turn of events creates a commercial void as the Empire puts strict limitations on trade — a void that will quickly be filled by smugglers and criminal cartels. Large smuggling cartels, such as the one run by Jorj Car'das, engage in lucrative contraband operations across the galaxy. The black market flourishes, and despite Imperial efforts to crack down on criminals, in truth it is only legitimate businesses and their honest customers that suffer from Imperial regulations.

The Dark Times begin their end with the signing of the Corellian Treaty. Mon Mothma, Garm Bel Iblis, and Bail Organa create the document that officially establishes the Rebel Alliance, which is considered to be the act of treason that begins the Galactic Civil War. The treaty has its origins in a clandestine meeting on Corellia, but is finalized on Kashyyyk.

THE REBELLION

The events of the Classic/Original Trilogy (*Episode IV: A New Hope*, *Episode V: The Empire Strikes Back*, and *Episode VI: Return of the Jedi*) take place during this era.

The largest element that distinguishes the Rebellion era from the Dark Times is the presence of the Rebel Alliance. Also known as the Alliance to Restore the Republic, the organization is dedicated to ridding the galaxy of the tyranny of the Empire. However, since the Empire still has a merciless grip on untold worlds, the Rebellion must operate in secret. Most of the Alliance is organized into decentralized cells that receive sporadic instructions from Alliance leaders.

Within these cells are individual heroes who have given up their normal lives in the service of the Rebellion. They live in the shadow of the Empire's power, lying low until the time comes to strike. Many cells operate openly on remote worlds, escaping the Empire's notice until they rise to action. The life of a Rebel is hard; it demands sacrifice and tough work. In the end, the soldiers of the Rebellion know that they have left their former lives for a purpose, and that one day all the hardships they endured will result in the downfall of the Empire.

The Rebellion era lasts for only about four and a half years, from the Battle of Yavin (some site the signing of the Corellian Treaty as the beginning of this Era) until the Battle of Endor. This period, also called the Galactic Civil War, pits the Alliance against the Empire in a struggle to free the galaxy. The following section highlights some of the major events in the Rebellion era that serve as mile-stones in galactic history.

The Corellian Treaty

The Rebellion era arguably begins with the signing of the Corellian Treaty, the document that founded the Rebel Alliance. The three primary founders are Mon Mothma, Bail Organa, and Garm Bel Iblis. Having been brought together under false pretenses by agents of Darth Vader, the governments of Chandrila, Alderaan, and Corellia agree to form an alliance, pooling the resources of their resistance groups to form the Rebellion. Shortly thereafter, the Rebel Alliance issues the Declaration to Restore the Republic, a political document that makes clear the purpose and mission of the new organization. With the publica-

tion of the Declaration, resistance cells spring up on Imperial planets throughout the galaxy. With three major worlds willing to take a stand against the Empire, others find the resolve to resist as well.

The Death Star Plans

The early years of the Rebellion see some success. One of the most notable accomplishments is the theft of the plans for the newly completed Death Star. The leaders of the Rebel Alliance have known about the existence of the Death Star since before the organization's founding — in fact, several of them had been held hostage on the incomplete space station before the signing of the Corellian Treaty. But on Toprawa, Rebel agents steal the plans and transmit them to the Alliance. The plans eventually make their way to the *Tantive IV*, the ship carrying Leia Organa. The capture of the plans is the first step toward bringing down the Empire, setting off a chain of events that eventually leads to the Emperor's death.

The Battle of Yavin

The Death Star plans fall into the hands of a young farm boy from Tatooine named Luke Skywalker. After Alderaan is destroyed in retribution for its rebellion, Luke rescues Princess Leia and arrives at Yavin IV. Shortly thereafter, the Battle of Yavin takes place, resulting in the destruction of the Death Star. Not only is this the first major blow that the Rebellion lands against the Empire, but it also brings Skywalker — and Han Solo — into the Alliance. The Battle of Yavin inspires more systems to join the Rebels and marks the start of a time when the Empire begins to take the Rebellion seriously.

The Battle of Derra IV

The Rebel Alliance suffers its first crushing defeat above Derra IV. Imperial forces ambush a Rebel supply convoy, destroying it. The convoy's destruction is a major blow to the Rebels' supply chain and leaves them shorthanded at their new base on Hoth. The Battle of Derra IV ends the euphoria the Alliance had felt since its victory at Yavin and sets up a defeat that nearly unravels the Rebellion a short time later.

The Battle of Hoth

The Rebel defeat at the Battle of Hoth is the first in a series of events that comes close to eliminating several of the Alliance's greatest heroes. With Echo Base understaffed as a result of the convoy ambush at Derra IV, the Empire overruns the base and scatters its occupants to the far reaches of the galaxy. More important, the battle sets off a sequence of events that leads to the capture of Rebel leader Han Solo and nearly results in the loss of both Luke Skywalker and Leia Organa. Fortunately, Lando Calrissian's assistance on Cloud City foils Darth Vader's plans, leaving Luke and Leia free to fight another day.

The Capture of the *Suproso*

During the search for Han Solo, the Rebellion chances upon knowledge of a freighter, the *Suproso*, which transports more than its manifest indicates. In truth, the ship carries information about the construction of the second Death Star, and the Alliance learns that the Emperor is overseeing the final stages of its construction. Combining this knowledge with technical readouts of the battle station, the Rebellion hatches a plan to strike a decisive blow against the Empire.



The Battle of Endor

After Luke, Leia, and others rescue Han Solo from Jabba the Hutt, the time for the attack comes at last. As the Alliance sabotages the Death Star's shield generator on Endor, the Rebel fleet assaults the incomplete space station. However, the ships fly into a trap, and only through the guile of Rebel leaders such as Han Solo and Lando Calrissian does the Alliance fight through to victory. Shortly before the station's destruction, Luke Skywalker redeems Darth Vader, who in turn slays the Emperor. With the second Death Star destroyed and the Emperor dead, the Alliance finally claims the upper hand in the Galactic Civil War.

The Bakura Incident

Immediately after the Battle of Endor, Rebel forces rallied to the defense of the distant Imperial world of Bakura, the target of an invasion by the mysterious Ssi-ruuk. (While the Rebels helped defeat the aliens, the encounter remains classified.) Shortly after the Bakura Incident, the Alliance (temporarily renamed the Alliance of Free Planets) repelled a preliminary invasion by the Nagai, who allied with desperate Imperial factions.

An Empire at its Peak

A major difference between the Rebellion era and the Dark Times era is that during the Rebellion era, the Empire has reached its full power. Its grasp on the galaxy is like a iron, and even the most distant reaches of known space have been converted to the Imperial New Order. As a result, there are very few

safe places to hide from the Empire. Although some spaceports and out-of-the-way worlds might have only a small Imperial presence, there are still Imperial forces on nearby planets, as well as sector task forces jumping from system to system in search of Rebel activity.

The Empire hasn't staged a military occupation of the entire galaxy; instead, it has converted the cultures and philosophies of many worlds to the New Order. Young men and women grow up dreaming about attending the Imperial military academies, and noble families of the galaxy vie with one another for the Empire's favor. Local bureaucrats have become Imperial officials with the full might of the Empire at their backs. Humanocentrism (the view that Humans are the most important species in the galaxy) is at an all-time high, encouraged by Emperor Palpatine as a means of controlling the populace. Indeed, many of the galaxy's citizens are more than simply the subjects of Imperial tyranny — they are willing participants. Citizens' organizations such as COMPNOR indoctrinate people into believing that it is their civic duty to serve unquestioningly and to abandon personal freedom in order to strengthen the Empire.

The military, cultural, and political strength of the Empire makes the Rebellion's task especially important. Within two decades, the Empire has transformed worlds that once backed the Republic into supporters of Emperor Palpatine. The Rebel Alliance knows that with each passing day, the Empire grows stronger. In many ways, this is the galaxy's most desperate hour, as countless worlds teeter on the edge of forgetting what freedom was like.

A NEW REPUBLIC

One month after the Battle of Endor, Mon Mothma and the Alliance's leaders declared the founding of a "New Republic." The New Republic spent the next three years unifying its forces and chipping away at territory once held by the Empire. The Empire's loss of territory was precipitated by the greed of those who remained in power: Palpatine carefully cultivated a climate of fear and cut-throat political maneuvering among his advisers and military leaders. Now, petty disputes among Moffs and nobles often erupted into full-scale warfare. Those who once served the Empire now set their sights on creating their own personal strongholds. Miscommunication, distrust and conflict plagued the lawless Imperial territories. Imperial soldiers were pitted against each other and desertion rates skyrocketed. The New Republic slowly increased its sphere of influence by overwhelming Imperial groups which had exhausted their resources through senseless in-fighting.

Imperial loyalist officers and nobles sponsored a number of reunification efforts, although they failed due to lingering feuds. Several claims of "royal" lineage to Emperor Palpatine — and thus claims to the throne — were discredited, only increasing the sense of confusion and conflict. With the Empire disorganized and disheartened, the New Republic's military forces marched toward the Core Worlds.

The Fall of Coruscant

Three years after Palpatine's death, members of Rogue Squadron engineer the capture of Coruscant, and the New Republic seizes control of the seat of galactic power. Imperial forces salvaged what they could and fled to stronghold areas such as the Deep Galactic Core and pockets of the Outer Rim Territories.

While the New Republic waged its military campaign against rogue military commanders such as Warlord Zsinj, it also dealt with the challenges of keeping the peace among its member worlds. Internal squabbles plagued the New Republic's government: the conflicts between the Mon Calamari and the Bothans were but the best-known of the lingering feuds. Other struggles were concealed by the language of diplomats.



Imperial sympathizers remained active in many planetary governments, stirring resentment against the laws of the New Republic. Those who profited from policies of the Emperor retaliated through force and sabotage when the New Republic's "idealistic diplomats" promised to remove those fortunes in the name of "justice."

Many member worlds owed allegiance to the New Republic in name only, their governments retaining the same bureaucrats who brought terror to enslaved populations under the Empire. The New Republic set its sights on bringing universal laws and rights to the galaxy, yet provincial and local law was found more often than not. The economy faltered due to the devastation inflicted upon the galaxy's communications and transportation networks.

All these factors posed a serious threat to the New Republic's stability, but the strong leadership skills of people such as Mon Mothma, Admiral Ackbar and the Bothan Borsk Fey'lya held the government together. Five years after the Emperor's death, the New Republic controlled over three quarters of the territory once under the Empire's rule.

The Thrawn Campaign

Five years after the Battle of Endor, the New Republic faced the most serious challenge since its founding. One of the Emperor's great military strategists, Grand Admiral Thrawn, returned from the Unknown Regions of the galaxy. Rallying whole fleets to his command and using a series of brilliant tactical maneuvers, Thrawn nearly managed to depose the New Republic and his forces restored Imperial rule to half of the galaxy.

Return of the Emperor

Despite Thrawn's defeat at the Battle of Bilbringi, Imperial forces rallied to recapture several Core systems, including Coruscant. The New Republic was steadily pushed back, with its military leaders establishing a new main base in Hutt Space on the fifth moon of Da Soocha.

With the New Republic on the run, the Imperial factions returned to bickering and these conflicts soon degenerated into all-out civil war. Coruscant was devastated, whole sections of the planet leveled. The worst fears of the New Republic were realized — it was learned that somehow Emperor Palpatine had returned in a clone body. Operating from the "fortress world" Byss in the Deep Core, Palpatine launched an all-out attack on Calamari with his new World Devastator super weapons. Luke Skywalker, seeking a means by which to defeat Palpatine, embraced the dark side — but he also provided the computer command codes that allowed the New Republic to seize control of the World Devastators and halt the attacks. Luke was brought back from the dark side and the combined efforts of Leia Organa Solo and Luke defeated the Emperor.

Despite Palpatine's fall, Byss and the vast military fleets remained virtually intact. Imperial Executor Sedriss, one of Palpatine's trusted warriors, initiated "Operation Shadow Hand," a complex battle plan designed to destroy the New Republic. It was soon learned that the Emperor had reincarnated himself in a clone body, but New Republic forces rallied to once again defeat Palpatine in a dramatic military campaign that culminated in a battle above Byss itself.

The Jedi Praxeum

Within a year of Palpatine's defeat, the New Republic managed to retake Coruscant and begin the tedious task of rebuilding the once-splendid capital. Jedi Luke Skywalker, acknowledging the need to train a new generation of Jedi Knights, established his Jedi *praxeum*, or academy, on Yavin IV. Princess Leia Organa Solo accepted the post of Chief of State upon Mon Mothma's retirement. New Republic military forces defeated the fleet of Admiral Daala, a former close aide of Grand Moff Tarkin and the head of the Maw Installation, a secret super weapon research lab.

The New Republic Thrives

Following Daala's defeat, the last decade of the era saw several major campaigns against the New Republic, (such as the Black Fleet crisis, and the Corellian conflict) but the government withstood them all. This time could be regarded as a kind of "golden age": freedom had returned to many worlds in the galaxy, while a new generation of Jedi Knights stood ready to defend the New Republic. Trade and commerce networks had been rebuilt and many of the wounds of the past began to heal. Perhaps the Republic had been restored in both deed and name.

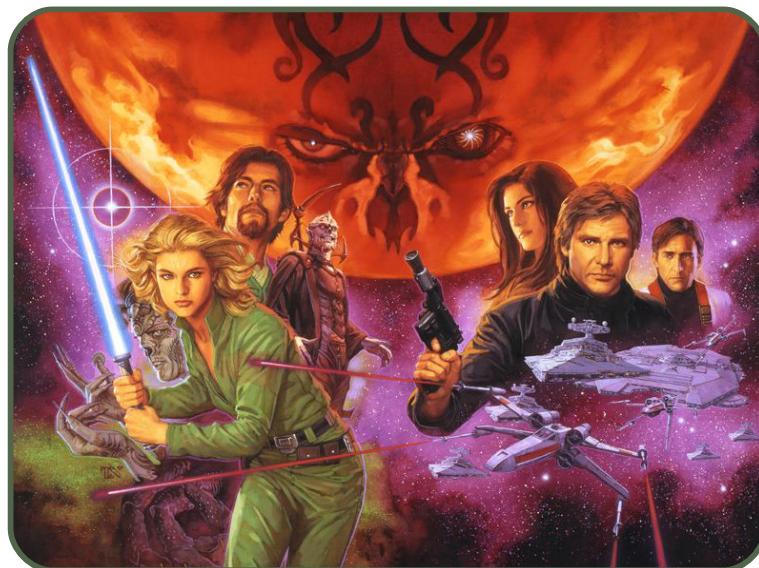
NEW JEDI ORDER ERA

In this era the New Republic is in place, although a small Imperial remnant maintains control of a portion of the galaxy. The Jedi, on the rise again thanks to the efforts of Luke Skywalker, are at a crossroads. Some members of the order, which numbers about one hundred individuals, want to take a more direct and deliberate role in galactic affairs. Skywalker, meanwhile, is struggling with whether or not he wants to reestablish the Jedi Council. Rash Jedi have led New Republic officials to be wary of the Knights and suspicious of their true motives. Indeed, this leads to varying degrees of mistrust and even fear in the general populace, many of whom still remember the Emperor's anti-Jedi rhetoric from years before.

The Vong War

The first galaxy-wide threat in the New Jedi order era is the Yuuzhan Vong invasion. It begins with Nom Anor, a spy who sows additional seeds of discord throughout the galaxy. His efforts give rise to anti-technology cults dedicated to the destruction of innocent droids. Masking his true identity, he recruits agents from the native populations to carry out acts of sabotage and subversion. Nom Anor, however, is only the beginning of the Yuuzhan Vong threat.

The Yuuzhan Vong are humanoids that follow a religion of pain and nature. They hate machines of all kinds, using instead living technology that they have bioengineered to serve as ships, weapons, and tools. These fierce, holy warriors seek to conquer the galaxy and bring their faith to the infidels who regularly make use of unclean machines. Their invasion begins on far-flung worlds such as Belkadan and Helska, but they quickly widen their hold on key sectors of the Outer Rim and Mid Rim, terraforming worlds to produce the yorik coral and other living materials that serve as their ships and weapons.



The Jedi learn, to their horror, that this intractable new enemy cannot be sensed through the Force. The Jedi, former guardians of peace, become the hunted prey of the Yuuzhan Vong. Meanwhile, the extra-galactic intruders continue their relentless advance toward the Core, crushing any force that dares stand in their way. A few worlds surrender without a fight, while those that resist are rendered uninhabitable. In time Coruscant itself falls, signaling the death of the New Republic.

Eventually the Yuuzhan Vong discover their history may not be as they thought, when the living planet Zonama Sekot came to Coruscant and fought defensively against the Yuuzhan Vong, "welcoming home its true inhabitants."

The new Galactic Federation of Free Alliances (Galactic Alliance) allows the Yuuzhan Vong to surrender and take Zonama Sekot as their homeworld. While not all Yuuzhan Vong accept this, the primary threat of the Yuuzhan Vong ends as Zonama Sekot flies into hyperspace to seek a new home for the Yuuzhan Vong in the Unknown Regions.

Though the war is over, many threats still exist. Some Yuuzhan Vong and their cults still fight against technological civilization. The Galactic Alliance has to rebuild the galaxy. And the New Jedi Order seeks out threats to peace and justice.

LEGACY ERA

This era includes the early years of the Galactic Alliance, but focuses on the time surrounding the Imperial Civil War, particularly starting around the year 137 ABY. During this era, the Empire rules the galaxy with Darth Krayt on the throne, and the Galactic Alliance Core Fleet (what is left of it) represents one of the last hopes of freedom and democracy. At the same time, the Jedi are scattered and hunted, while rebellious Imperial forces pit themselves against the ruling tyrants.

The Ossus Project

Nearly a century after the defeat of the Yuuzhan Vong and the establishment of the Galactic Alliance, a powerful and influential Jedi named Kol Skywalker champions a cause that many see as risky, even dangerous. What Skywalker proposes comes to be called the Ossus Project, and its premise is bold: to take

Yuuzhan Vong terraforming biotechnology and use it to rebuild devastated worlds. Skywalker advocates allowing the Yuuzhan Vong — many of whom now coexist in the galaxy among those that they once sought to conquer — to develop terraforming methods to restore ravaged worlds such as Caamas, Honoghr, and Ossus.

Collaborating with Yuuzhan Vong shapers, Alliance and Jedi scientists develop a plan to transform dead worlds into vibrant, livable planets similar to the way that the Yuuzhan Vong transformed Coruscant during their galactic invasion.

The first terraforming test is conducted on Ossus. In a short amount of time, Yuuzhan Vong biotechnology restores Ossus to its state as a lush jungle world. After this rousing success, other worlds vie for a chance to be restored. A small number are chosen for the second phase of the Ossus Project. However, efforts to revitalize these worlds are sabotaged by the resurgent Sith whose existence is still unknown to both the Jedi and the galaxy at large. As a mysterious disease ravages the inhabitants of these worlds, the galaxy's mistrust of the Yuuzhan Vong surges once more. The Yuuzhan Vong are blamed for the sabotage, Kol Skywalker and the Jedi are accused of complicity, and the Sith divide the galaxy once more.

The Sith-Imperial War

Shortly after the apparent Yuuzhan Vong sabotage becomes public knowledge, worlds and sectors begin seceding from the Galactic Alliance. The Galactic Empire, still prominent and powerful, withdraws from the Alliance. Anger toward the Alliance and hatred for the Yuuzhan Vong causes many worlds, some prominent and powerful, to flock to the Empire for protection. With new-found resources and a tide of support, the Empire grows in power and size, allowing it to challenge the Galactic Alliance militarily.

War between the Galactic Alliance and the Galactic Empire rages for some time, with both sides trading victories and defeats, until a new faction enters the scene. The Moff Council,

unbeknownst to Emperor Roan Fel, has been working behind the scenes to reach an agreement with the Sith. The Sith emerge as a fighting force on the side of the Empire, openly opposing the Galactic Alliance and the Jedi Order. With the aid of these dark Force-users, the revitalized Empire sweeps across the galaxy.

The decisive battle in the Sith-Imperial War occurs at Caamas. Years of battling the Empire have depleted the Galactic Alliance's resources and strained the capabilities of the Jedi Order, and too many neutral worlds have united under the banner of the resurgent Empire. At the end of the Battle of Caamas, after his superiors order him to surrender, Admiral Gar Stazi of the Galactic Alliance takes a remnant of the Core Fleet and flees, leaving the Empire in control of the galaxy.

Although the Battle of Caamas marks the end of the war, the Sith have one more victory to achieve. Against the wishes of Emperor Fel, the Sith attack the Jedi at Onus, slaughtering them and scattering the few remaining Jedi to the far corners of the galaxy. With the massacre at Ossus, the Jedi Order is crushed and the last hopes of any victory for the Alliance are dashed.

Ascent of the Empire

Following the destruction of the Jedi Order at Ossus, Darth Krayt seizes control of the Empire by force. He murders the man he believes is Emperor Roan Fel — a man later revealed to be a decoy — and demands the fealty of the Moff Council. When the Moffs acquiesce, Darth Krayt becomes the new Emperor, and the Sith Lords and apprentices under his command become the new rulers of the galaxy.

The real Roan Fel retreats into exile, taking his loyal Imperial Knights and other Imperial personnel with him. In his absence, Darth Krayt's Empire solidifies its hold on the galaxy through fear and military might. Across the galaxy, shipyards produce Imperial warships, and within a few short years the Empire becomes as powerful as it was during the height of Emperor Palpatine's tyranny. Stormtroopers are recruited and trained, the Imperial Navy patrols the space in all parts of the galaxy, and the Sith Lords and their Moff cronies squeeze the planets under their control.

The Imperial Civil War

Seven years after the Battle of Caamas, the Empire-in-exile, under the command of Roan Fel, begins concerted efforts to undermine Krayt's authority. By disrupting the plans of the Sith, this Imperial insurgency sparks an all-out civil war. Meanwhile, Admiral Stazi and the remnants of the Galactic Alliance Core Fleet continue to engage in hit-and-run attacks against Imperial forces. Though its supplies are low and its fleet is constantly on the move to avoid detection, the Alliance grows ever more daring with its attacks. The crowning achievement of the Alliance rebellion proves to be the capture of a prototype Star Destroyer, stolen from the Empire's shipyards at Mon Calamari.

The Jedi, scattered across the galaxy, begin to rebuild their fallen Order. The reappearance of Cade Skywalker, the son of Kol Skywalker, offers a glimmer of hope to those who long for freedom. Cade, however, has rejected his destiny time and again, meaning that the galaxy may need other heroes to step up and do what he will not.



TECHNOLOGY

The pervasive influence of the Republic has spread advanced technologies such as hyperdrive, blasters, droids, and repulsorlift generators across the Known Galaxy. What follows is a summary of some of the common technologies travelers are likely to encounter.

STARSHIPS

The society of the Known Galaxy depends upon starships for travel among the millions of stars and worlds. Travel between worlds requires a "hyperdrive," while a "sublight drive" is used for travel within a system.

Hyperdrive

It is unknown whether hyperdrive was invented by the humans of the Core Worlds or introduced by alien traders from far off in the Unknown Regions, but this miraculous technology, which predates the Republic, allowed the formation of a galactic civilization.

Hyperdrive allows starships to quickly and easily journey between stars, sometimes in a matter of hours. (Ships without hyperdrives are limited to sublight speeds, meaning that it would take years just to reach a system's nearest stars.)

While there are many makes and brands of hyperdrive, they are all similar in function. The universal nature of hyperdrive components allows starship mechanics to maintain and repair the units with relative ease. This, combined with the relatively low cost of a hyperdrive, enables many citizens to afford their own ships; those that cannot purchase a starship still have access to interstellar travel by hiring ship owners for transit or by purchasing tickets from one of the galaxy's many passenger lines.

Sublight Drives

Sublight drives allow starships to travel within a star system. They are used to propel a ship far enough from a planet's surface to make a safe jump to hyperspace, and for trips between planets or moons in a system. Ships also use their sublight drives for atmospheric flight.

The most common sublight drive is the Hoersch-Kessel ion drive, which is extremely efficient, mechanically simple and quite affordable. This type of unit, manufactured under many different brand names, can be found on vessels ranging from the small, suborbital Incom T-16 Skyhopper to Imperial Star Destroyers.

COMMUNICATIONS

There are several communications technologies in widespread use. Military and government forces use the HoloNet and hypertransceivers for instantaneous communication along secured channels; private citizens often must make do with more limited subspace communication networks.

The HoloNet

The HoloNet was built during the height of the Republic and was one of its greatest accomplishments. Using specially-developed hyperspace technology to link all members of the Republic in a real-time holographic communication network, the HoloNet

relied upon a complex network of hundreds of thousands of transceiver satellites to transfer messages through hyperspace.

However, the HoloNet was very expensive to maintain. Its use was commonly restricted to official Republic government functions and the largest corporations, yet it provided a vital sense of belonging and membership to the average citizen.

During his rise to power, Palpatine seized control of the military and governmental portions of the Net and used censors to oversee academic, civilian and corporate communications. Increasingly, access to the HoloNet was directed to the Imperial military, although several "private" HoloNet networks sprung up to service the needs of civilian corporations. Military censors ensured that no treasonous or seditious messages were broadcast over the HoloNet (although Rebel and fringe computer slicers often found ways to hide messages within transmissions).

In later years, the HoloNet networks continue to service most of the galaxy, although this technology still remains prohibitively expensive for many citizens.

Hypertransceivers

Hypertransceivers, also called "hyperradio," are a cheaper and less-sophisticated form of instantaneous communication. Like the HoloNet, the technology relies on a network of satellites to broadcast messages through hyperspace. Many HoloNet transceivers carry hyperradio transmissions, but dedicated hypertransceiver satellites are considerably cheaper.

Hypertransceivers allow for instant, real-time communication with any world in the galactic network (although not every system is serviced). The medium is limited to audio and video transmission. While still ridiculously expensive for everyday communications, citizens can buy transmission time in the event of an emergency.

Subspace Transceivers

Subspace transceivers allow faster-than-light audio, video and hologram communications, but their ranges are quite limited. Small subspace transceivers may only reach a few light-years away, although high-powered units can reach a distance of well over 100 light-years. Most starships have a subspace transceiver for distress signals, and the average citizen can normally afford to send a subspace message at a relatively modest cost.

Many sector governments maintain subspace satellite networks for a sector-wide communications grid. In theory, messages can be relayed across the galaxy by skipping them across several subspace networks, but it can take several days (or even weeks) for a message to be delivered. That, of course, assumes that the message isn't inadvertently "terminated" while crossing networks. Security is also a concern with such messages.

Private citizens often send messages aboard NewsNet drone ships or starship couriers, which deliver messages, package and news on a regular schedule to various systems. These ships are significantly slower than subspace relays, but using them is also fairly cheap.

Comms, Intercoms, and Comlinks

Comms, intercoms and comlinks all use essentially the same technology: cheap, speed-of-light communication systems, similar to old-style radionics and broadcast systems.

Comlinks are short-range two-way communication devices. Smaller units can be hand-held, and most vehicles and buildings have an integrated comlink array.

Comms are used for ship-to-ship or ship-to-planet communications — they can interact directly with comlinks or intercoms.

Intercoms are internal ship-board communication systems and are typically "hard-wired" into a ship.

Planetary and local communication grids often use comlink transceivers, "hard-wired" intercoms or any of a number of variants on this technology.

REPULSORLIFT VEHICLES

Most vehicles are powered by a form of anti-gravity drive called "repulsorlift." These drives repel against a planet's gravity, allowing the vehicles to hover and fly above the planet's surface. Repulsorlift drives don't work in space — although they can be used aboard starships by repelling against the ship's artificial gravity field.

Landspeeders, snowspeeders, speeder bikes and sail barges use repulsorlift drives. Some high-performance vehicles, such as swoops and T-16 Skyhoppers, add ion drive afterburners to increase speed. Many starships are equipped with repulsorlift drives for fine maneuvers during landings on a planet's surface.

DROIDS

Droids are intelligent, mobile automatons used throughout the Empire. There are an amazing variety of droid designs, ranging from specialized-function to general labor units. The machines may be designed for any number of fields, including labor, military, scientific, protocol, communications, and engineering.

Within the Empire and even the Republic, droids are generally treated as property. Some people harbor a deep sense of distrust and prejudice against the machines.

MEDICINE AND CYBORGING

Medical technology in the galaxy is quite sophisticated. Advanced medicines can heal many deadly diseases, while bacta tanks often allow individuals to completely recover from severe injuries. Advanced cybernetics and prosthetics can replace severed limbs. Cyborg units allow users to directly interface with droids, computers and communication systems, while enhanced cybernetic limbs allow individuals to enhance their physical capabilities beyond natural limits. In grave cases, life-support systems can sustain individuals who otherwise would die from their injuries.

ASTROGRAPHY

The following sections covering astrography, politics and culture offer only the broadest generalities. Even the lowliest village and city tends to have vast cultural variations: rich and poor; contrasting political, social and moral views; neighborhoods where differing species are in the majority, and so forth. Very few planets have homogeneous cultures, and guidelines should only be taken as that: a summary of a category that has a multitude of exceptions to disprove the "stereotype."

That being said, the galaxy is vast... so vast that no person could ever travel its breaths, or understand every intricacy of its cultures, economy, etc... Therefore a particular beings account of the galaxy may differ (even greatly) from another.

THE KNOWN GALAXY

The galaxy has over one hundred million stars in an area of space over 100,000 light years in diameter: much of it remains unknown and unexplored even today. The Known Galaxy — the area of space mapped and settled by the Old Republic and the Empire — has millions of officially-logged and inhabited planets, including colonies, corporate-owned worlds, and protectorates. Millions of worlds that aren't on Imperial or Republic logs but are nonetheless inhabited remain hidden in remote systems and on the fringes of civilization.

Even within the Known Galaxy, there are vast tracts of unexplored space. Hyperdrive travel across the Republic/ Empire can take months if one strays from the known trading routes, yet fortunes await those lucky enough to discover new worlds teeming with resources and native civilizations eager to trade for advanced technology.

Because of the size of the Known Galaxy, the Old Republic created *regions* as a convenient means of grouping worlds; the terminology remains in use today. Each region contains many *sectors*. The Republic's original definition of a sector was any area of space with 50 inhabited planets, but as colonization and exploration added worlds to the Republic, many sectors grew and expanded far beyond their original borders.

CORE WORLDS

It was from here that the Republic's first explorers branched out in their efforts to colonize and explore the galaxy. Coruscant (capital of the Republic, and the Empire), Corellia, Chandrila and many other ancient homeworlds are in this region. The Core Worlds region is among the most densely populated and wealthiest regions of the galaxy.

During Palpatine's rule, this area was a stronghold of Imperial support. Core Worlders tended to accept the Empire as a necessary extension of the Old Republic; the populace seldom heard about Imperial tyranny in the outer regions.

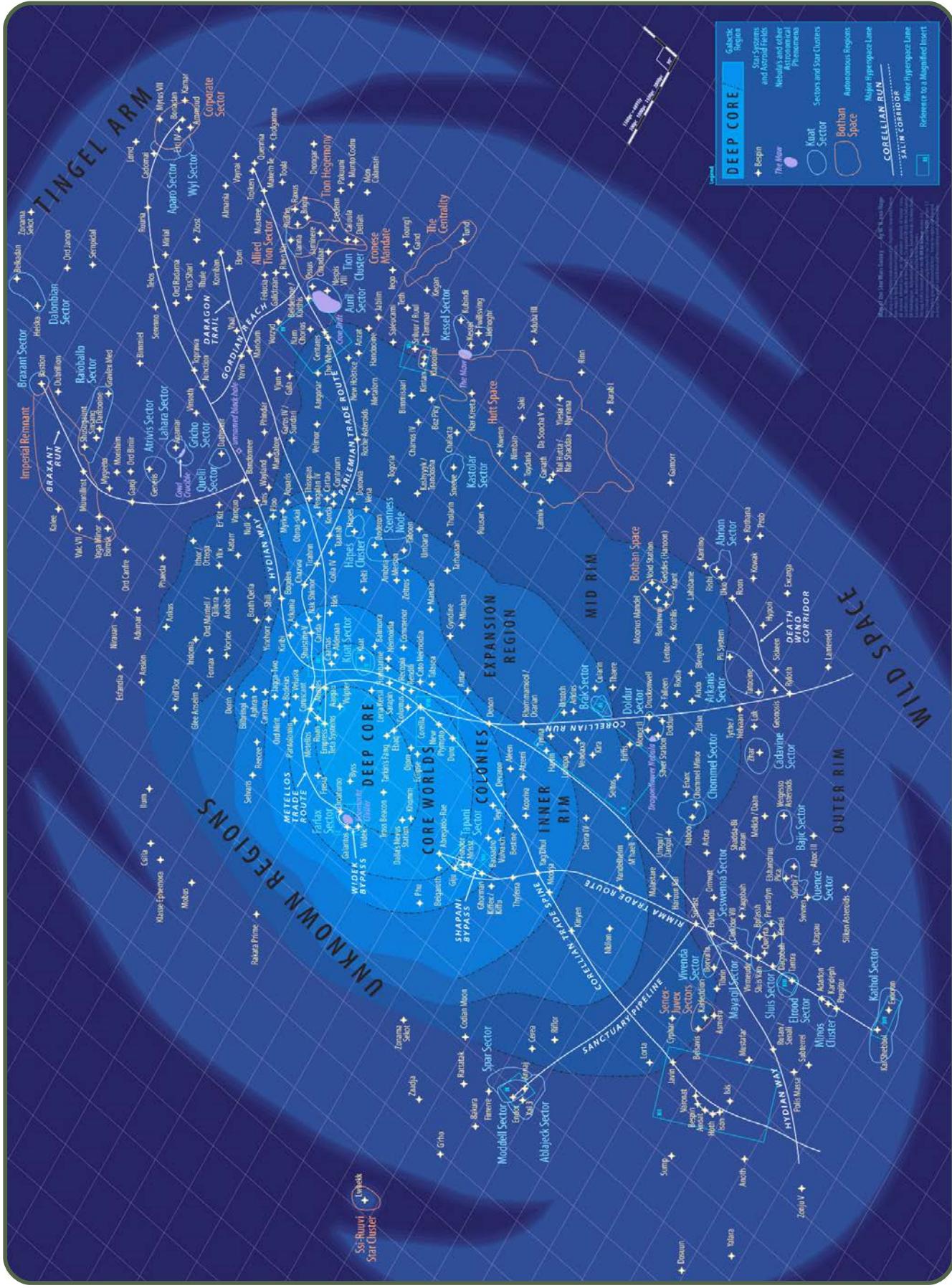
Most of the Core Worlds region was under New Republic control within three years of Palpatine's death. In its early days, support for the New Republic was broad, but not particularly deep — the people simply wanted peace and prosperity. When the New Republic reclaimed the Core Worlds a second time (after the final defeat of the revived Emperor), the New Republic gained widespread support.

THE COLONIES

The Colonies region was one of the first portions of The Slice to be settled. The area soon established its own identity, and most worlds broke away from the direct control of their founding planets. Now this region is very heavily populated and industrialized, yet it lacks the prestige and tradition of the Core Worlds (or so those from the Core Worlds would have you believe). Although all of the worlds have been free for millennia, the term "Colonies" lingers.

This area was ruthlessly controlled by the Empire, creating a great deal of support for the Alliance.

While the New Republic pushed into the Core Worlds, the remaining Imperial regimes inflicted great damage rather than allow the Colonies to fall to the New Republic. After several bitter battles, the final Imperial governments were overthrown. The area was a firm ally of the New Republic.



INNER RIM PLANETS

Originally known as "The Rim" when this area was first opened to settlement, rapid colonization and venture corporations quickly built an economic powerhouse.

The Inner Rim Planets region is diverse, with vast agricultural and industrial concerns. The area avoided the chronic overpopulation problems of the Core Worlds and the Colonies by opening up the "Expanded Rim," which was renamed the Expansion Region.

This area was held in check under the Empire, with martial law being more common than not, resulting in a major population drain in the final years of Imperial rule. Many citizens chose to relocate to the Expansion Region rather than face repression at the hands of overzealous Imperial governors.

Even as the New Republic captured Coruscant, this region remained in thrall to brutal Imperial military leaders. This region was freed by the New Republic shortly before Grand Admiral Thrawn began his campaign; the victory celebrations ended just in time for Thrawn's armada to arrive and re-subjugate the rebellious worlds.

This area was finally freed of Imperial rule several years after Thrawn's defeat. Many worlds joined the New Republic, although there is lingering anger among many citizens who feel that the New Republic didn't make enough of an effort to free the region.

EXPANSION REGION

Formerly a center of manufacturing and heavy industry, the Expansion Region began as an experiment in corporate-controlled space. While profits were amazing, the Republic found it difficult to regulate this area and it was removed from corporate control, although the ruling companies received generous compensation when the Corporate Sector was created.

Early in its history, the Expansion Region fueled much of the The Slice's economic growth, providing raw materials for starships and heavy industry. Due to millennia of intensive mining and development, most of the region's planets are now played out. In recent centuries, the Expansion Region has suffered from prolonged economic distress. The area relied on a handful of massive "port systems," which generate transportation revenues (and Imperial shipping contracts). In recent years, the region has seen an influx of "refugees" from the Inner Rim Planets and it has tried to promote itself as a cheap alternative to the heavily-populated and more expensive Core Worlds and Colonies regions.

Under the Empire, this region provided several important staging areas for military and cargo fleets entering the outer territories. Due to the region's reliance on military shipping, the Empire had much popular support prior to Palpatine's death.

After the New Republic liberated Coruscant, the Expansion Region generally allied with the new government. In the early days, New Republic support was bolstered by Darvon Jewett, the charismatic governor of the Boeus sector. In recent years, Jewett went on to be selected as a New Republic Senator, while the Expansion Region has experienced a modest economic boost due to corporate investment and increased trade.

The region is a blending of the culture of the Core worlds, with the independence and individualistic spirit of the Rim worlds. This spirit is highly treasured by the residence of the Expansion Region.

MID-RIM

The Mid-Rim has fewer resources, less wealth and a smaller population than the Expansion Region, yet it offers opportunity to those willing to work hard. Several worlds have bustling economies, while vast tracts far from the main trade routes remain unexplored providing many havens for pirate fleets.

Imperial strategists feared the region could provide suitable locations for Rebel bases. The area remained a stronghold of Imperial support even a full decade after the Battle of Endor.

In recent years, the New Republic pushed into the region, forcing the Imperials to resort to hidden bases and makeshift shipyards. While the New Republic eventually wrested control of the region, the fierce campaign exacted a heavy toll. Public support for the New Republic is strong... but there are a great many Imperial sympathizers in hiding.

OTHER REGIONS

What follows are brief descriptions of several additional regions scattered throughout the Known Galaxy. This list is far from comprehensive; rather, it is intended to give the reader a sense of the immense size of the galaxy.

Centrality

The Centrality is a "quaint" (some would say "backward") region of space best known for its corrupt politicians and the Oseon asteroid field, which supports many pleasure palaces and vacation resorts. A puppet government of the Empire, the Centrality long ago swore allegiance to Palpatine in exchange for a certain degree of autonomy. Lando Calrissian spent some of his youth wandering this region of space.

Corporate Sector

Described as "one wisp off one branch at the end of one arm of the galaxy," the Corporate Sector is about as far from the Core as one could get. A region of space encompassing tens of thousands of stars – yet completely lacking in native intelligent species – the Sector was ruled with an iron fist by the Corporate Sector Authority. Thanks to well-established trade routes, the Sector's goods could be transported to the Empire proper: metals and technology coming out of the Sector helped fuel much of the Empire's military build-up. The Authority had complete discretion as long as it met Palpatine's quotas. Smuggler Han Solo operated here for a brief time.

Deep Core

The Deep Core lies at the heart of the galaxy and borders the Core Worlds. A region of densely-packed stars, the region was long thought impassable. However, Palpatine sponsored exploration missions which pioneered several routes and cataloged hundreds of potentially habitable worlds. The reincarnated Emperor Palpatine used the Deep Core world of Byss as his base of operations.

Hapes Cluster

A small, independent cluster of 63 settled worlds, the Hapans ruling this area of space are extremely isolationist, militantly defending their borders. While not part of the Empire, the region maintained an uneasy peace with nearby Imperial governors. The worlds of the Cluster are very wealthy, but Hapan starship technology lags somewhat behind the standards of the



Empire and the Republic. It is thought that the Hapan government, led by the Queen Mother, is somewhat repressive, but the Cluster's "closed borders" have kept a tight curtain of secrecy around the region.

Hutt Space

This region of space borders the Outer Rim Territories and is owned almost in its entirety by the various Hutt clans. Although the area was part of the Empire, the Hutt seemed to have a high degree of autonomy. A region known for its criminal activities, lawless worlds such as Nar Shaddaa, the "smuggler's moon," are notorious throughout the Outer Rim.



Outer Rim Territories

The Outer Rim Territories is an immense area of space, widely regarded as one of the last bastions of civilization before reaching Wild Space and the Unknown Regions. The Outer Rim Territories is characterized by lightly-settled frontier worlds populated by rugged individualists. Notable planets of the region include Tatooine (Arkanis sector), Calamari (homeworld of the Mon Calamari), Ryloth (homeworld of the Twi'leks), Eriadu (capital of Seswenna sector, the sector ruled by Moff Tarkin) and Bakura.

Tion Hegemony

The Tion Hegemony is an outlying region of space bordered by the Cronese Mandate and the Allied Tion. While the Tion Hegemony is now considered a galactic backwater, it was once the center of power for Xim the Despot, the barbarian warlord who conquered a vast empire long before the founding of the Galactic Republic.

Wild Space

This term applies to any area of space on the fringe of the Known Galaxy; Wild Space is the "frontier" of the galaxy. Wild Space areas typically have a handful of remote settlements catering to isolationists, speculators and scouts looking for potentially lucrative colony worlds.

Unknown Regions

The term "Unknown Regions" is applied to any area of space far beyond the borders of the Known Galaxy. These areas of unexplored space are exceptionally remote and lightly populated, with perhaps a few isolated settlements, independent scouts, "lost colonies" and native civilizations.

CULTURE AND SOCIETY

The Republic Senate was entrusted with the incredible responsibility of governing an entire galaxy. One of its main tasks was to establish universal law while maintaining the peace among its many alien and human cultures (ranging from planet-wide nation states to monarchies that had lasted thousands of years to insectoid hive minds to coalition governments that

relied on the support of hundreds of varied alien communities). The Republic standardized trade and legal codes, while allowing each planet and people to maintain local culture, customs, laws, language and government.

Even under the Empire, local cultures and governments often remained intact if they surrendered their freedom and promised to serve the Emperor. Those who dared to question Imperial policies faced forceful subjugation, but the cultures which submitted to Imperial rule often were left to their own devices... provided, of course, they stayed away from "sensitive" issues such as political reform and Imperial policy.

With the rise of the New Republic, renewed emphasis has been placed on balancing the need for universal legal principles and respecting local legal and cultural traditions among member worlds.

Humans

Humans — particularly those from Coruscant, the Corellians, the Chandrilans and the Alderaanians — have traditionally had a large impact on Republic culture and politics. One of the more numerous species, there are dense human populations in the Core and human settlements can be found throughout the galaxy.

The rise of Emperor Palpatine brought about the rise of "Human High Culture:" the ideology that humans were inherently superior to aliens. While this philosophy was not supported by all humans — most found the idea of "Human High Culture" repugnant — many aliens found their rights and freedoms restricted under Imperial law and faced a high degree of prejudice that was formally encouraged by Imperial dictates.

The rise of the New Republic has seen a return to the days of humans and alien species fully cooperating and sharing ideas, as was the norm during the height of the Old Republic. Unfortunately, lurking in the darkest corners of human society are some who still embrace the Empire's "humans first" philosophy.

Aliens

The number of alien civilizations in the Known Galaxy is staggering. Duros, Aqualish, Rodians, Wookiees, Sullustans, Bothans... just a *list* of alien species would fill scores of datascreens. Amazingly, despite fundamentally different biological drives and perspectives — indeed, entirely different ways of understanding the universe — many aliens have had a long and peaceful history as members of the Republic.

The Empire made a great effort to marginalize the impact of alien civilizations, but the New Republic has worked hard to ensure that all beings are treated as equals. The New Republic wants all species to have the opportunity to excel and contribute their unique skills, cultures, arts and technology.

It is interesting to note that many people tend to discuss an "alien species" as if all its members belong to a single "culture" – this perception is flawed. Consider the diversity of human cultures, languages and perspectives... and remember that many alien species are equally varied.

ECONOMY

The Known Galaxy's economy is perhaps the ultimate "economy of scale." Worlds with billions of inhabitants producing trillions of credits in goods per year are little more than a footnote in the grand scheme of things.

Many worlds strive to develop a self-sustaining economy or have a few key industries and conduct trade with only a handful of nearby planets. Other worlds are extremely specialized, producing only certain products and entirely dependent upon others for essential goods. Huge starports (such as those found at Kuat and Byblos) and fleets of super transports and bulk freighters make such restricted planetary economies possible.

The galaxy has many huge corporate conglomerates operating in dozens of fields and with facilities in several regions: Santhe/Sienar Technologies, SoroSuub Corporation and The Tagge Company (TaggeCo.) are but three examples of the galaxy's more famous conglomerates.

Smaller companies may "only" have operations in a few key sectors. The corporations that are barely noticed by galactic economists operate in only a handful of systems. Most systems also support a large number of "local" companies, which are rarely known outside of their home systems, but which manage to compete against the major conglomerates through a combination of "home system pride," excellent product quality and shrewd marketing.

Powerful guilds, other professional groups and trade associations also figure prominently in galactic affairs.

Another key player in the economy – despite official claims to the contrary – is the galactic underworld. Under the Empire, a single organization – Black Sun – controlled much of the galaxy's crime, although the Hutt and other groups were key players in this "industry." Under the New Republic, criminal interests have better kept themselves hidden from the scrutiny of the government, although their influence is undoubtedly just as strong.

The Galactic Republic's economy was quite diversified, with strong industrial, transportation, communication, agricultural and medical industries. Under Palpatine, the economy was largely directed into supporting the military infrastructure, emphasizing weapons and starship manufacturing.

The New Republic, on the other hand, inherited an economy in shambles: years of ceaseless warfare, particularly in areas long controlled by Imperial remnant groups, devastated many industrial facilities and crippled communication and transportation networks. With a limited amount of investment capital – and the need to continue fighting the Empire, on several fronts – the New Republic's economic recovery has been slow.

TIMEKEEPING AND THE CALENDAR

"Galactic standard" timekeeping measurements are derived from those which originated on Coruscant. While many planets maintain traditional local timekeeping measurements, all official communications and records use galactic standard measures.

There are 60 standard seconds in a standard hour, 24 standard hours in a standard day, five standard days in a standard week and seven standard weeks in a standard month. A standard year is 368 standard days: ten standard months plus three fete weeks and three more holidays, all devoted to traditional celebrations, festivals and observances.

MONEY

Credits is the standard term for money, although depending upon a person's reference point, they may be referring to a completely different currency. For thousands of years, Republic credits were the common currency of the galaxy.

As the Republic waned and the Rise of the Empire approached (circa Episodes I-III), Republic credits (also called "dataries") no longer had much value beyond the Core Worlds and the Inner Rim. Instead, local currencies became popular. More often, people living and working in the distant regions wanted to trade in hard currency, not electronic credit chips.

During the rule of the Empire, Imperial credits were the only universally accepted currency in the Known Galaxy. Because they were backed by the entire galactic economy, and the Empire was perceived to be exceptionally stable, credits were considered of value almost anywhere, even outside the boundaries of the Empire. Imperial credits could be issued in a variety of ways, including electronic credit sticks and cards, stocks, coins, corporate and bank notes, and credit vouchers.

Cred sticks can be encrypted with security codes to prevent theft and to allow secure interplanetary transfer of money. However, what makes an electronic cred stick secure also makes it traceable – needless to say, most criminal elements in the galaxy use coins for exchange, or launder their money through many sources so that it is difficult to trace the "electronic path."



Imperial credit coins were issued in many denominations: 0.1, 0.2, 0.5, 1, 2, 5, 10, 20, 50, 100, 200, 500, 1,000, 2,000 and 5,000 credits. Larger denomination coins existed, but they weren't widely circulated.

With the rise of the New Republic, Imperial credits became worthless. The New Republic issued its own currency — also called credits — However, individual planets, regions, and sectors also adopted their own currencies, and the Imperial remnants issued their own scrip. During the many conflicts between the New Republic and the Imperial remnants, the exchange values of these currencies fluctuated wildly (at least in those areas where both currencies were in use — on many New Republic worlds it was illegal to possess Imperial currency and vice-versa). Some traders made a good living "speculating" on currency fluctuations, but a great many also lost fortunes in this risky market. Barter was often a preferred method of exchange in those troubled days.

The New Republic credit eventually emerged as the leading currency by the time of The New Jedi Order era.

Many planets, local governments, banks, guilds and corporations issue their own currencies, notes and "marks" — which may or may not be accepted depending upon where in the galaxy you are. The currencies' depends entirely upon the stability and financial status of the issuer. Several companies specialize in buying "non-standard currency" (offering the seller New Republic credits or locally-acceptable currencies) on the premise that those credits can be "resold" somewhere else at a profit.

Carrying Credits

Currencies can be issued in any number of forms: coins, electronically-encoded flimsiplast notes, or even simple metal slugs, beads or anything else that happens to be handy for the issuer. The most common method for keeping track of your credits are the credit chip or cred stick. These contain memory algorithms that can securely monitor the amount of credits available to the owner and accurately add to and subtract from the amount as transactions occur.

LANGUAGE

Intelligent species have developed a bewildering array of communication forms. Fortunately, Basic, the standard language of the Old Republic, enables almost everyone to understand almost everyone else.

Basic, derived from the native tongue of Coruscant's Humans, is designed to be easy to understand and pronounce. Most alien species can speak it, and almost all of them can understand it. It's the official language of the Old Republic and the Empire (and the New Republic and Galactic Alliance after it) and most records, scholarly texts and other works are stored in Basic.

Nonetheless, there are many other languages in use. It isn't unusual for someone to speak several languages: Basic, a native tongue, a couple of regional dialects, and a smattering of trade languages. A well-traveled citizen may speak dozens of languages.

Translation devices are readily available for various languages. These computers can either vocalize specific phrases in a particular language, or — in the case of the more expensive models — translate entire sentences in "real time."



THE FORCE

Knowledge of the Force and how to manipulate it is what gives the Jedi power. An energy field generated by all living things, the Force permeates the galaxy. The Force has both a positive and a negative side: the light and the dark.

While even Jedi scientists were at a loss to explain exactly *what* the Force is, long ago, the Jedi Knights learned how to feel the ebb and flow of the Force. They mastered its power, using it to accomplish deeds others would call "miraculous."

The light side represents peace, tranquility... life itself. Power in the light side comes through meditation, thought and discipline. The light is called upon to defend others from evil and to do what is good.

The dark side represents all that is evil: death, selfishness, greed, destruction and anger. The dark side isn't more powerful than the light, but it is easier... quicker. Those who are quick to feel hate or fear are tempted by the dark side.

At the height of the Republic, many people believed in the power of the Force, largely due to the beneficial actions of the Jedi Knights. The Empire waged an extensive campaign to stamp out belief in the Force... a campaign that was largely successful. (Of course, many in the Rebellion believed in the power of the Force and "May the Force be with you" was a common rallying cry in the ranks of the Alliance.)

The rise of the New Republic and Luke Skywalker's founding of the Jedi praxeum on Yavin IV has sparked renewed interest and belief in the Force, although there are still skeptics who say the Force is no more than "simple tricks and nonsense."

Most people spend their entire lives unaware of the Force's influence. Whether good, evil, or neutral, they are blind to the

power of the Force – although they may subconsciously use its power, calling it luck, fate, destiny, religion or magic. Such beings can commit evil, yet not be swallowed by the dark side; they can do good, yet not find the path of the Jedi and the light.

However, to those who are "Force-sensitive," the Force is more than an abstract concept. They can feel the Force flowing through them. A Force-sensitive person is more closely attuned to the Force than most people and is able to somehow sense the mystic rhythms of the universe. While this gives the individual many advantages, it also makes the person more susceptible to the corrupting influence of evil.

Now that you know a lot more about the galaxy, you can start making decisions about the types of games you want to run.

After you've played a few games, you might want to turn back to this chapter – particularly the sections on history and astrography – where there are plenty of ideas that you can develop for games.

ROLEPLAYING SETTINGS

Now that you know the basics of how the galaxy works, you can start deciding what type of game you want to create. Your options for *Star Wars* adventures are virtually unlimited, but here are a few ideas and suggestions. (Of course, there's no "right" or "wrong" ways to do things – if you and the players are enjoying the way the game is run, you've done your job.)

LOCATIONS

The galaxy is a *really big* place and your adventures can happen anywhere in it. Through all the game books, comics and novels, there are literally hundreds of fleshed-out worlds you can drop into your adventures.

When it comes to creating new worlds, you can fit almost anything into the galaxy as long as you "limit" it properly. If something is *really powerful*, you have to explain why it didn't show up in the movies, novels and comics. By making something just "dangerous" instead of "the most dangerous," or "the best in the sector" rather than "the best in the galaxy," you can throw some really great settings and ideas into your game.

Some gamemasters choose the "galaxy-spanning" approach, where characters go gallivanting all over the place. In one adventure, they may visit the heart of the Core Worlds, only to go racing out to the remote Outer Rim worlds in the next. The characters will get to visit many exciting places and this method is a good way to create the sense of scope that makes *Star Wars* a fun gaming environment.

Other gamemasters may set their games in one of the established regions (the Corporate Sector is a popular choice). You may even limit your game setting to a single sector or a handful of worlds.

By only using a few worlds in your setting (at least to start with), you can concentrate on creating really interesting planets, characters and settings. Even a "limited" setting (with only a few worlds) can still evoke the sense of wonder that's essential to a great *Star Wars* game. (The original *Star Wars* movies only used seven planets, yet the audience got the impression that the galaxy was a lot larger: the scenes set in the Mos Eisley cantina,

Jabba's palace and the assembled Rebel fleet suggested that there was a lot more going on beyond what was shown on-screen.)

Of course, the characters need a reason to stay put in your meticulously-designed setting. A base of operations or an arch-villain who hounds them every step of the way can provide that motivation.

By limiting the scope of the game to a small region of space, it makes it much easier for the player characters to play a major role there – Luke Skywalker and the others may have destroyed the Empire, but it's up to the characters to overthrow the local Moff and defeat the space pirates who plague the shipping lanes.

CHARACTERS

For convenience, the *Star Wars* roleplaying game divides characters up into four broadly-defined social "classes," with plenty of variety in each class. When setting up a game, you must decide what types of characters are appropriate so the players know which templates to pick from.

The "Good Guys"

This type of game revolves around the soldiers, diplomats and supporters of the Republic, Rebel Alliance and the later New Republic.

In the Old Republic, many characters will be "underdogs" fighting against the Sith or Mandalorians.

During the Rise of the Empire Era, players may play the role of freedom fighters in a Separatist system, attempting to sabotage the forces of Count Dooku.

Most Rebel character games, however, will revolve around underground Alliance freedom-fighters trying to defeat the awesome Galactic Empire. This type of game may be more than the characters constantly being sent to foil Imperial plots – perhaps the game revolves around Rebel spies working undercover on an Imperial world; perhaps the characters are responsible for rescuing Rebel agents who've had their covers blown. Maybe the characters are sent to help rebuild a world devastated by an Imperial occupation and the adventures revolve around the characters dealing with extremely dangerous situations with very limited resources.

"New Republic" games may simply be "Rebels" in a different time – the heroes are still fighting to overthrow the Empire. The switch is that the "New Republic" characters are now the respectable ones – instead of sneaking around and hiding from Imperial forces, they now must formally represent the New Republic to new governments. Naturally, they make great targets for any Imperial forces that happen to be sore losers.

There are many more New Jedi Order and Legacy game options such as political intrigue, corporate espionage, scouting and exploration, setting up trade routes, and smuggling goods to resistance groups on Vong/Imperial-held worlds.

The "Bad Guys"

Star Wars is very clearly a story about good versus evil and it's expected that you'll be playing the good guys. Still, there are some people who want to see what it's like on the other side of the war. Players may want to take on the role of Separatist characters or the forces of the Yuuzhan Vong. Imperial character-oriented games can focus on rank-and-file soldiers and



pilots, or involve spying on local governments suspected of being disloyal to the Empire, or center around political and court intrigue — imagine trying to survive in the cut-throat environment of the Emperor's court.

If the players want to play "true" bad guys (those who choose to be evil), the gamemaster is strongly encouraged to make sure the characters get what they deserve (and then some) — this is a universe where evil is punished. On the other hand, not everyone who worked for the Empire or the Separatists was a thoroughly despicable person — General Madine was once an Imperial commando and Mara Jade was the Emperor's Hand, a high-level security operative. Some people felt that the best way to reform the Empire was from within, while others believed that they had to work within the Imperial system to protect their homeworlds or families. Still others were so patriotic that they discounted any rumors of atrocities — when confronted by the truth behind the Empire, they had to make difficult choices. All of these themes can make for a memorable "bad guy" characters game.

Fringers

Those who work in the shadows of society, on the edge of the law, are collectively called "the fringe." This group includes people such as smugglers, bounty hunters, mercenaries, pirates, dealmakers, infochants and computer slicers. (Of course, many rather despicable professions are also a part of the fringe.)

Many players enjoy the excitement of playing fringe characters — they're flamboyant and quick with both a blaster and an amusing quip. Fringe games can be set almost anywhere and during any era — such characters may end up helping the Alliance; New Republic-era fringe games may find the characters either supporting the new government or conning into conflict with its "hard-nosed enforcers."

Due to the tyrannical policies of the Empire, many once-legitimate cargo haulers were forced into smuggling, although there are also those who truly love the free-wheeling fringe lifestyle. Other character possibilities can include cold-hearted mercenaries or "heart of gold" profiteers torn between their desire for wealth and a deeply-ingrained sense of morality.

Just as with the Imperial characters, gamemasters are encouraged to make sure that immoral characters get exactly what they deserve.

Independents

The independent characters are composed of those with vast wealth and the leisure time to freely travel among the stars. The reasons for their journeys vary — perhaps business, government negotiations, recreation or socializing — but these fortunate beings live on the wealthiest worlds, attend the best parties, know the most important people, and visit the poshest vacation worlds.

During the Republic, this includes nobles and members of the ruling classes, those with rich inheritances, merchants, elite politicians, corporate leaders, talented artisans, and anyone else gifted with both great wealth and high social standing.

During the reign of the Empire, most members of the independent class were either part of the Imperial establishment or said just enough to be allowed to go about their business without much interference. Under the New Republic, many members of the independent class distanced themselves from the new government since it seemed to lack the will and the resources to coerce "proper" behaviors, as the Empire had.

While it may be impractical to allow player characters who are truly part of the independent class — after all, there's not much challenge when characters can buy their way out of any problems — those who strive to be part of the independent class yet lack limitless resources can be a challenge to play.

Other Options

There are many other game opportunities for gamemasters and players. Some ideas may be suitable to "one-shot" games, while others can form the basis of a truly memorable long-term campaign.

Groups of Jedi characters can be used in either Old Republic/Republic games, or they can be novice and intermediate students from Luke Skywalker's Jedi academy on Yavin IV.

Perhaps the characters can be a group of Twi'leks cooperating to save their home city from pirate attacks and slavers, all the while trying to earn honor and prestige for their individual clans.

The characters could be a group of Sullustans all employed by the SoroSuub Corporation — they may be torn between a sense of duty to their employer (SoroSuub is an Imperial-allied company and the government of the Sullustan people) and the desire to do what is right. The characters may slowly be drawn into the Rebellion, or they may be playing a behind-the-scenes role in SoroSuub's eventual alignment with the Rebel Alliance (as happened shortly before the Battle of Endor).

For a more humorous angle, perhaps the characters are novice (and inept) Gamorrean mercenaries, faced with the challenge of learning the ropes in a bewildering and unfairly complex society. What more could one want out of life than food and the chance to flex one's muscles in a good brawl?

Now, if only you can find someone who understands your language.

SO MUCH TO EXPLORE

There's an incredible amount of material you can use in developing your *Star Wars* adventures.

- West End Game's and Womp Rat Press' line of game products include sourcebooks, Galaxy Guides, Adventure Journals, supplements, stat books and adventure books. These products provide short stories, detailed character backgrounds, and plenty of new starships, aliens, planets, droids and equipment for your games... and all with complete game statistics.

- Bantam Spectra and Del Rey's line of *Star Wars* novels, the *Young Jedi Knights* and *Junior Jedi Knights* series from Boulevard Books, the original *Star Wars* novels from Del Rey Books, and special projects like *The Illustrated Guide to the Star Wars Universe*, *The Star Wars Technical Journal*, the "Essential Guides," the "Art of" books and many other *Star Wars* publications introduce new characters and situations. These stories continue the development of the *Star Wars* galaxy and can inspire many original adventures.

- Likewise, new *Star Wars* adventures from Dark Horse Comics also introduce many new characters, planets, ships and other elements.

- LucasArts' video/computer games *X-Wing*, *TIE Fighter*, *Rebel Assault*, *Rebel Assault II*, *Dark Forces*, *Knights of the Old Republic*, and *The Force Unleashed* all add an exciting new dimension to the *Star Wars* universe that can be used in your games.

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CHAPTER FIFTEEN

GAMEMASTER CHARACTERS

"I've met countless beings in my journeys across the galaxy and always have I found a uniqueness in the personalities of each of them, from Mandalorian warriors to the Emperor himself. Those of you who choose to wander the galaxy had better pay attention, for things and people are not always what they at first may seem. You've no idea how often rogues become heroes, and heroes become villains. And for this reason I warn you not to rely on an initial impression of anyone you meet.

"I've visited exotic locales and seen awe-inspiring natural and artificial sights, but the most enthralling and exciting of all have been the individuals I have come across. Truly, the greatest variety in nature is to be found in the heart, whether that of a human or an alien.

"Good luck in your explorations, and by all means, be careful."



As a gamemaster, the most enjoyable and challenging of responsibilities is populating your adventures. Each adventure will have its own flavor and its own original cast of characters – all of them created by you.

For the players, giving life to their character is reasonably simple. With only one or two characters to flesh out and give life to, the players will have their character conceptions well charted rather early. The gamemaster, on the other hand, has the task of filling out the rest of the universe. At first, this would seem to be a difficult task, but with the proper techniques this challenge becomes quite easy to handle and very rewarding.

The driving force behind many adventures and most campaigns are the gamemaster characters. These characters can range from the simple Rebel soldier intent on doing his duty, to the master villain plotting the overthrow of the Republic and dogging the player characters' heels from adventure to adventure.

To give life to these characters and make them memorable is one of the most enjoyable parts of gamemastering and roleplaying. When designing characters, the first issue is how important the character will be to the adventure.

RECORD-KEEPING

After a few gaming sessions, the number of gamemaster characters you have created will make it difficult to keep their individual personalities and abilities straight. Their personalities and attitudes will probably start to blur in your memory. This is where record-keeping comes in — if you have a log of each important gamemaster character and continually update it as the character is used in an adventure, then you'll find it easy to make sure that you are properly playing the characters.

For characters that are relatively unimportant, you can use a smaller log. Most of the time, you will only have to note significant skills and a couple of personality traits that allow you to quickly get into character.

For more important characters, you can use an expanded log. This expanded log should give you a lot more room to make notes about the character's background, personality and other factors, and you also should leave plenty of room to add more details as the character is used in your adventures.

If the character is just going to be an "extra" (someone who is present for atmosphere or scenery, as opposed to an important personality), the character creation process is very quick. Often, it is enough to determine the character's appearance, what the character will do in the scene and what his most important skills are.

If the character is going to be important, such as a major villain, someone that the player characters will interact with throughout an adventure, or someone who drives the plot "behind the scenes," then the character requires more work.

When you walk into the cantina, the first thing you notice is the Wookiee. Lurking near the door, he is tall, shaggy and smells of a few too many Dentarian Ripples. You're probably better off giving the hulking brute a wide berth. A few steps deeper into the bar and you finally spot the man you are here to see, D'Voras Brin, smuggler extraordinaire.

Brin's demeanor gives you chills. The bearded, black-clad trader was definitely ready for any hint of trouble. The specially modified holster on Brin's hip is designed to allow for a fast draw of what looks like a pared-down repeating blaster unit that was somehow crammed into the frame of a blaster pistol. It looks like it makes big holes in things. Maybe this wasn't such a good idea.

With that small read-aloud, two gamemaster characters have already been introduced. The Wookiee at the bar, only barely mentioned, is a gamemaster character that at this point only needs a small amount of work. D'Voras Brin, on the other hand, will prove to be a much more important character and require more preparation and attention from the gamemaster.

The development of D'Voras Brin and the unknown Wookiee will help to illustrate some of the ways to give gamemaster characters more depth and meaning.

CHARACTER CONCEPTION

One of the best starting points for gamemaster character creation is in the development of a history and background for the character. There are some important questions that should be answered in order to more readily define a character and start the creation process.

The first of these is the character's conception and role in the campaign. When you first devise a character, whether it be a minor character to help the players and advance the storyline or a major villain, it is important to define what the basic conception of the character is and leave enough room to allow the character to grow in future adventures.

Will this character be a minor villain showing up occasionally to make life difficult for the heroes, or will he be the major villain, driving the storyline ever forward in the manner of Darth Vader and Emperor Palpatine?

The gamemaster characters could be set up to aid the players on a short term basis, much like Lando Calrissian or Yoda.

In the cases of Lando and Darth Vader, the characters grow and mature as the storyline progresses. In *The Empire Strikes Back*, Lando is a shadowy scoundrel and a friend from Han's past who can't be trusted. Lando then is forced to turn over Han to the Empire, and after helping with Han's rescue, vows revenge on the Empire and actively leads the space assault on the second Death Star.

Of course, Darth Vader goes from being a menacing, irredeemably evil villain to a truly tragic figure — the fallen Jedi, turned to evil, who at the moment of truth returns to the light side of the Force, redeeming himself and saving his son and the Rebel Alliance.

These easiest way to think of the characters are in movie terms:

- **Extras** are simply gamemaster characters with only a little development. They range from cannon-fodder villains like stormtroopers, to most of the aliens in the cantina scene, to the Rebel soldiers at the Battle of Hoth.

- **Supporting characters** are those minor characters who contribute to an adventure, and thus need more development, but don't require complete details to be used in an adventure. Sample supporting characters include Grand Moff Tarkin, Lobot and Bib Fortuna.

- **Lead characters** are those characters who are major contributors to the story, and are almost as or as important as the player characters. These characters need complete game stars, fully fleshed out personalities and objectives and they probably will also need highly detailed backgrounds. Good examples of lead characters include Darth Vader, Obi-Wan Kenobi, Yoda, Lando Calrissian and Jabba the Hutt.

EXTRAS

For extras, development simply requires the use of a character template or the creation of the base attribute and skills and species for the character. One or two lines on behavior and appearance are enough for roleplaying the character.

An Imperial stormtrooper need not be more than a notation of the appropriate attributes, skills and equipment, and notes of what the character's actions and objectives will be in the adventure. Since these characters are "extras," their motives will be straightforward: capturing the Rebel spies, keeping order in Jabba's palace, getting the best price when buying Luke's landspeeder and so forth are likely objectives.

SUPPORTING CHARACTERS

For supporting characters, a more detailed conception is necessary. These characters are more individualized and have more personalized objectives. These characters will probably take a minor role in an adventure — they might be very important to a single scene or they might show up throughout an adventure but don't do anything too significant.

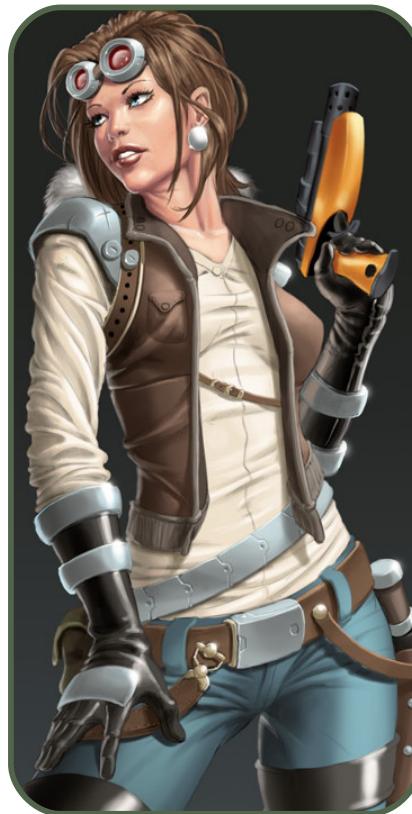
When devising a supporting character, consider what impact and role this character is going to play in the adventure. Does the character have Force skills? Is he a mercenary for hire, or a pilot desperate for someone to fund his way off planet? These characters are frequently used in adventures to provide information or equipment or limited assistance to the characters. These types of characters can also be an intermediary foe, somewhere between standard army troops and the major villains who will be the focus of an adventure — a good example might be a Moff's assistant who sets a trap for the characters.

LEAD CHARACTERS

Lead characters are those who will take an active part in an adventure, either making a major difference in several scenes, or participating throughout the adventure and taking at least one vital action during the adventure. A lead character might be a trusty retainer of another character who sacrifices himself to save his friends or a slicer who figures out how to circumvent a security code to get the characters into a top secret Imperial base. Of course, major villains are also lead characters, but so can neutral characters be "leads." For example, a smuggler might be a lead character if he keeps on showing up in an adventure and makes a major difference in how the story is resolved — he might not help the characters, but he might hinder the Imperials for his own reasons.

THE CAPSULE

Now that you've thought about how important a character is likely to be in an adventure, it is time to conceptualize the character and put down the basic information on paper. The easiest way to do this is the "capsule" — a verbal snapshot of the character that allows you as gamemaster to instantly understand and be able to play this character.



The capsule provides whatever information is necessary to understand the character — their motives, objectives, personalities, history, appearance and distinct mannerisms can all be described in the capsule.

Here are some examples:

- Lennar is a small-time con man and hired gun. This mangy, scarred Human considers himself a ladies' man but the truth is that he is repulsive, overbearing and generally incompetent.
- Cross a Sullustan smuggler with someone with the scavenging instincts of a Jawa and you'll get Byun Tenab. While he is a skilled pilot and knows his way around most spaceports, venturing onto his rubbish filled ship will test the tolerance of anyone, except maybe a Squib. His advice not to go "exploring" on his ship shouldn't be taken lightly.
- Imperial Governor Defaris Muslo is a cunning and cruel manipulator. He hates the Rebel Alliance, blaming the Rebels for the death of his beautiful daughter Marna. What Defaris doesn't know is that she was a Rebel operative who died at the hands of an Imperial torture droid. Defaris has been known to construct elaborate traps to corner Rebel operatives. He is unaware that Imperial Intelligence suspects him of being a Rebel operative because of his daughter's actions; he is targeted for assassination.

Building the Capsule

Now that you're familiar with the idea of capsule descriptions of your characters, the details and information that can be used in this area will be explained in greater detail.

BACKGROUND

Where a character came from and what he has experienced gives insight into what the character thinks and feels. Was she originally from a small farming planet or from some populous world at the forefront of technology, with all of the state-of-the-art conveniences? Did the character have an easy time growing up or was it filled with crisis upon crisis? These aspects add depth to the experience and personality of a character.

Also very important is the character's family. A strong family life and the character's experiences as a youth have a strong impact on forming the values and beliefs of the character — someone who has had a close-knit and very honorable family will probably see life differently than someone who was orphaned as a child and raised in the company of pirates.

A character's motivations can often be understood if the character's background is known. Someone whose family was killed by the Empire is likely to have revenge as a motive. Someone who has made a living as a smuggler and is currently stuck in a job as a desk clerk at a spaceship yard will probably do just about anything to get back into space.

While background can be a very useful tool, it isn't necessary to completely detail the history of every character; it is simply a useful tool for insight. Of course, the background can be painted in very broad strokes and added to as the need arises.

Anyone of these developments helps add detail and depth to the characters. With this issue in mind, let's take a look back at D'Voras Brin and the unknown Wookiee...

The gamemaster has set up the current plot so that the player character hero, Stannik Nhaa, a young Rebel trooper, needs to get off planet quickly and quietly. Stannik has heard that the smuggler D'Voras Brin can get anything or anyone anywhere in the sector for a price.

The gamemaster decides that Brin is a Human, approximately two meters tall, with long dark hair, an unkempt mustache and beard. He dresses in blacks and deep reds and keeps his face hidden from view most of the time with a hooded cloak. The most apparent thing about Brin is his heavily modified blaster and holster, both specially modified to provide a quick draw and a nasty punch — a warning to those who would cross him. The gamemaster also decides that Brin is a smuggler with connections on both sides; he'll work for either the Empire or the Rebellion, and it doesn't matter to him as long as the money's good. He is slow to anger but also never forgets a slight.

The Wookiee, named Gaartatha, is currently looking for help since his last partner was hauled away by an Imperial press gang looking for more slaves for a distant work colony. Gaartatha barely escaped. Now he is mourning the loss of his companion and looking for some possible lead in rescuing his old companion, while indulging in a lot of drink. He knows he can't do anything on his own, but is looking for the opportunity to find some aid in rescuing his friend.

PHYSICAL DESCRIPTION

The easiest way to distinguish a new gamemaster character is to give him or her an unusual and distinctive appearance. When trying to create or describe gamemaster characters, you should try to use detailed adjectives to get across certain qualities. A character who has "smooth, shiny blackish-brown skin with sparkling brown eyes" seems more interesting than a character who is described in very plain terms. Putting details into these descriptions helps the players get a good mental image of the character.

Some qualities that you need to consider include species (Human or otherwise); skin, hair and eye color; weight and build; and, body language. You should also mention prominent distinguishing marks (like scars or tattoos), and any other readily apparent physical qualities.

Another important factor in appearance is dress. People you meet on the street today have their own distinctive style of dress. This also holds true for many of the characters in the *Star Wars* universe.

Obi-Wan with his Jedi robes, Han with his loose vest and casually worn blaster holster, and Luke with his loose sleeved

tunics all give additional flavor and insight to the character. Let your gamemaster characters also have a variety of dress and style.

Every culture might have its basic elements of dress but each person will customize them to suit her personality and personal sense of style. Weather-beaten, greasy coveralls show a fighter mechanic's devotion to his work, while a career military man will show his dedication to order through his neat and tidy clothing with not a stitch out of line.

Another personal expression can be effected with jewelry. Necklaces, earrings and bracelets of unique or exotic materials can point out a lot about a character's travels.

Along with dress, equipment and personal possessions reflect a character's personality. Every person in their travels will encounter some item or possession that appeals to them and this item becomes a constant prop for the character. This goes far beyond standard weapons — some characters might have a "lucky charm," like a glazed rock that they keep strapped to their wrist. Other characters, like Boba Fett, might choose to display gruesome Wookiee scalps as a means of intimidating others and proving their fearlessness and skill.

For a Jedi, the lightsaber gives a clue to the character's profession and background. Han Solo, a man of action, let his blaster be a keen insight into his character and motivations. The outer trappings of a character show a lot more depth than just being useful tools and gimmicks.

PERSONALITY

At this point, having given the characters a bit of history and a distinct "look," it becomes necessary to decide how they act. As gamemaster, you should decide how the character acts "in general": does he have a keen wit, is he a flirt, does he seem dour and withdrawn or does he seem preoccupied with other things? Giving a character distinct personality traits, like telling bad jokes, or having the character be self-centered and complain about every slight, is a great way of distinguishing one gamemaster character from another.

Then, you might want to consider how the character acts in certain conditions. Does he respond well to pressure or does he panic? Does he get into a fight easily or is he calm? Does he blame others when things don't go well?

When deciding upon a personality for a character, look to people you know, real world personalities and characters from fiction. Well-formed characters have detailed and complex personalities, and most people are never entirely predictable. You should strive to make your characters interesting enough to hold the players' attention.

One easy way of making a character memorable to the players is to add a notable speech mannerism. A character with a slight lisp, a high squeaky voice or peculiar accent will stick more than a character with ordinary vocal mannerisms.

Each planet is unique and should breed its own native accent and vocal characteristics. Imperial soldiers seem to have a crisp, British accent, indicative of their training in the Core Worlds. Han Solo, a cocky Corellian, seems to have a very "All-American" accent. Aliens have unique accents as well as unusual speech patterns — for example, Yoda's way of speaking makes him instantly recognizable to players.

Of course, accurately portraying these speech patterns takes practice and if you intend on using this technique, make sure that you have mastered the character's voice so that you can stay "in character."

CONTACTS AND RESOURCES

Few characters are isolated individuals. Most have friends, family, associates and others who can come into play during an adventure. Darth Vader had the resources of the Empire at his command, seemingly answering only to the Emperor himself. He could call upon whole fleets for his quest to turn Luke Skywalker to the dark side of the Force. The hardware Lord Vader used ranged from specially modified prototype TIE fighters to Imperial Star Destroyers and two Death Stars.

Some major villains will be able to draw on a vast quantity of resources from any number of sources. A much overlooked tool of major villains are other gamemaster characters, who can distract or injure the player characters while the major villains sets his plot into motion.

To parallel this concept, Vader had stormtroopers, army and navy soldiers and bounty hunters to do his bidding. An effective major villain will not reveal his hand or become directly involved until the time is ripe or he is forced into confrontation because of the failure of lackeys. A good manager knows how to use his employees and resources effectively.

This is not to say that all major villains should have whole starfleets at their command, but a shrewd major villain will not confront the characters until he is convinced he has final victory or he has no choice (such as the characters having eliminated all of his other resources).

Many beginning gamemasters forget this in their early adventures. They devise a great villain and then send him directly into battle against the characters. Instead, the characters should be whittled down by lackeys, traps and less important villains so that the major villain has a chance against a group of well armed and resourceful characters.

GROWTH

As the players encounter gamemaster characters over the course of adventures, they should learn that the gamemaster characters grow and change just as their characters do.

Gamemaster characters should never stagnate; instead, their personalities, ideals, objectives and attitudes grow and change as much as the player characters' personalities and objectives change. This is easy with sketchy characters – if the gamemaster has a clean slate to begin with when using a gamemaster character, he can compose the personality over time to fit the adventures.

The characters' long term and current goals help to properly delineate how this previously unknown character will fit in with the storyline and interact with the characters.

Is the Rebel trooper fighting for the Rebellion for the purpose of defending his home, personal glory, or perhaps making some money on the side? Is this character volunteering for a dangerous assignment just to get away from her unit and make contact with some black marketeers?

Perhaps a gamemaster character seemed to be an ally when the player characters first encountered her. However, she is, in fact, an Imperial spy and is gathering information on the characters before turning them over to the Empire. Perhaps a character has incurred a huge debt between meetings with the player characters and is willing to do anything, including selling his friends out, to get the money to eliminate that debt. Perhaps the gamemaster character has heard that the player characters somehow betrayed him and thus, he is avoiding the player characters.

GAME STATISTICS

This final step in character creation is very important, but the gamemaster must remember that game statistics must be balanced by the character's background and the abilities of the player characters. Game statistics are important to the gamemaster, but the players want to interact with an interesting person. Having figured out the character's background, personality and physical description, the final piece of the character creation puzzle is determining the appropriate game statistics.

When designing a character, you must keep in mind both the skills of the player characters and the "averages" of the *Star Wars* universe. Villains should have sufficient combat skills (and, of course, others skills as well) to give the characters a challenge; if a character is going to repair a starship, he must have appropriate repair skills for the task.

A character's skills should reflect the character's background and experiences. Just because a skill seems attractive to you as gamemaster does not mean that a character should have it. Look critically and objectively at the character to determine if the skill is appropriate and viable.

One or two minor out of the ordinary skills can also add a touch a flavor to the character. Luke Skywalker, young Jedi, is also familiar with moisture farming and droid repair, as well as those skills that make him a Jedi and an excellent pilot. His roots add flavor to the character and his skills should reflect those roots.

Giving characters high levels in skills that directly oppose the player characters' skills creates an opponent that is a true challenge. The players must react differently than if they were confronting a group of poorly skilled individuals and perhaps be forced to use other skills they normally don't depend on.



In the case of D'Voras Brin, the gamemaster has obviously decided that this sly and shady character will be good with blaster and will perhaps even be specialized in *heavy blaster pistol*. Other good skills for Brin would include *bargain*, *con*, *search*, *persuasion* and *sneak*, along the lines of *Perception-based* skills, and *astrogation* and *space transports* in regards to *Mechanical-based* skills. Other good skills include *streetwise*, *languages* and possibly *value*.

Gaartatha, the Wookiee Scout, on the other hand would be more suited to *Knowledge*, *Technical* and *Mechanical* skills, including *alien species*, *survival*, *planetary systems* and *astrogation*, but the gamemaster has decided that a few more physical skills including *brawling*, *melee combat*, *blaster* or *bowcaster* add depth and flavor to the character. Also taken into consideration is that Gaartatha is intended to function as an ally for the player's character for an extended period of time. The gamemaster will also take into account the characters' skills and tailor the Wookiee's skills to complement them.

Using Templates

Using character templates can be a great short-cut for creating gamemaster characters. If you need to create a group of bounty hunters or smugglers from scratch, the templates can save a lot of time.

If using a "player character" level individual, use the same attributes and apply as many skill dice as you feel are necessary for the adventure (see below). If you are using an "average level" character, you can simply subtract one die from each attribute and assign skill dice as necessary. This system is for "quick" characters – with aliens, subtracting one die may reduce a character below his species' minimum attribute; for quick gaming, this shouldn't be that much of a problem. However, for more important characters, you will want to use the more detailed approach below.

Often, you will find that a template doesn't quite get you the character you want for a given adventure. Write a new template. Take the number of attribute dice for the species and allocate them as you see fit as long as they equal to or higher than the species' minimum levels.

Given time, you might even want to write up this new template as a player character type for the use of your players.

ASSIGNING DICE

When distributing skills, pay attention to what the character is supposed to be. If the character is supposed to be a pilot, he should have well developed piloting skills for the ship he flies. The level of skills should also match the character's level (see section below).

Don't fall into the trap of having every character type being the same in regards to skills and attributes. Just as every person you meet is different in one way or another, so should every gamemaster character be different, whether they're pirates, Rebels, smugglers or Imperial Star Destroyer captains.

When assigning attributes and skills, there are two types of standards that can be applied. The first, the "universe" standard, is based on how characters are supposed to stack up against everyone else in the *Star Wars* universe. The second, the "character" standard, is designed to allow you to assign skill levels based on how much of a challenge the gamemaster characters are supposed to be to the player characters.

Balancing

Because of the flexibility of the *Star Wars* skill system and the number of different special abilities that are available to characters, no "balancing" system is going to be perfect. Characters skills, attributes, special abilities, Force powers and Character Points can vary wildly, so this system is only an approximation.

Here are some hints:

- Remember that skills must be comparable to each other to really make a difference. For example, if a character has *computer programming/repair* 10D, he is *really* talented at computer operations, but this skill is useless in a combat scene. If you are planning on characters being used only for combat, you might want to just check skills that apply in combat; if you are having characters compete against each other (for example, both are *bargaining* over the price of a blaster), then only compare their *bargain* and other related skills (like *con*, *streetwise* or *intimidation* if you think these skills will come into play).
- First, count up the attribute dice. For example, a character that had *Dexterity* 2D, *Knowledge* 3D, *Mechanical* 2D, *Perception* 4D, *Strength* 3D and *Technical* 3D would have 17 dice in attributes.
- Then, count the skill dice. Only count skill dice above the attribute. For example, if a character had *Dexterity* 3D and *blaster* 5D, you would only count 2D for the *blaster* skill.
- When adding up "+" pips, remember that a "+3" counts as one die. For example, a character has *Dexterity* 3D, *blaster* 4D+1, *dodge* 3D+2 and *melee combat* 3D+2. This would equal 3D attribute dice and 1D+5 skill dice, which by changing each +3 into 1D of skill, becomes 2D+2
- Only count skill specializations above the basic skill. For example, if a character has *blaster* 5D and the *blaster pistol* specialization at 8D, the *blaster pistol* specialization would only count as three dice.
- If a character gets dice or loses dice because of special abilities, count these dice as dice for purposes of play balance. For example, if a character has a special ability that gives him +2D to *search*, count this as two extra dice when balancing characters.
- Count Force skill dice as *double* the number of comparable skill dice. This is because characters have access to so many different Force powers. For example, a Jedi character has *control* 2D, *sense* 1D+1 and *alter* 1D+2. This would normally add up to 5D in dice, but because they are Force skill dice, this should count as 10D.
- Count every 5 Character Points as one die. This is because while a character will be able to temporarily boost a skill, the boost only lasts for one round.
- Count each Force Point as one die.
- Counting equipment dice as optional: as equipment can be a deciding factor in an encounter, you may wish to do so. If the equipment is relatively permanent (a blaster rifle, which can be fired multiple times), count the damage as normal dice. If the equipment is expendable (like grenades), count 5D worth of damage as 1D of dice.
- Starships and vehicles should not be figured in this system.

- Player characters get Character Points and Force Points for going on adventures. Gamemaster characters receive the same points as player characters for the same types of actions. Please note that characters do get Character Points for "doing what they are supposed to do," although if these actions aren't dangerous, the point totals are correspondingly lower. Therefore, while a starship engineer isn't going off on adventures too often, he does earn Character Points to increase his skills just by doing his job.

THE UNIVERSE STANDARD

With the universe standard, you can rate characters based on how they compare to other characters in the *Star Wars* universe and how experienced they are.

This is a comparison of skill levels as based on the die system in the *Star Wars Roleplaying Game*. Use the chart below:

Die Code	Description
1D	Below human average for an attribute.
2D	Human average for an attribute and many skills.
3D	Average level of training for a Human.
4D	Professional level of training for a Human.
5D	Above average expertise.
6D	Considered about the best in a city or geographic area. About 1 in 100,000 people will have training to this skill level.
7D	Among the best on a continent. About 1 in 10,000,000 people will have training to this skill level.
8D	Among the best on a planet. About 1 in 100,000,000 people will have training to this skill level.
9D	One of the best for several systems in the immediate area. About 1 in a billion people have a skill at this level.
10D	One of the best in a sector.
11D	One of the best in a region.
12D+	Among the best in the galaxy.

Character Levels

By using the "Universe Standard," and the die ranges below, you can rate characters on relative levels of experience. Please note that the die values listed here are supposed to include all attribute dice, skill dice, and dice equivalents of Force Points, Character Points and Special Abilities.

Average: This character is truly average, and has probably only had one or two "adventures" in his lifetime, if any. The character has up to 20 dice.

Novice: This character is a little bit better than average, and is about the maximum reasonable skill level for characters with average attributes (12D attribute range). Beginning player characters, at 18 attribute dice, 7 skill dice and 1 die for the one Force Point, for a total of 26 dice, are in this range. These characters have up to 35 dice.

Veteran: This character is more experienced than a novice. The character is likely to be very good at a few key skills, but is weak in others. This character has 36 to 75 dice.

CHARACTER LEVELS AND TYPES

Are the character types (extras, supporting characters and lead characters) directly related to the number of dice they get? Sometimes.

For example, most extras will qualify as "average" or "novice" level characters. However, there are always those times that a character is an extra — just a walk-on in an adventure — but the character has a lot of experience and a high number of dice. The character is important, but *isn't important in the adventure being run*.

The paradox comes because the die system is a way of ranking experience and abilities relative to everyone else in the *Star Wars* universe. It's entirely possible that the characters will come across a really dangerous bounty hunter in an adventure, and thus he would have skills to match, but he isn't central to the plot.

Therefore, these guidelines are just that — guidelines. They can be altered and tinkered with as you see fit for your games.

Superior: This type of character has had a great deal of experience in his lifetime and will probably present a formidable challenge to the characters. This type of character has 76 to 150 dice.

Master: These characters have achieved an almost unbelievable level of mastery and experience. This kind of ranking is reserved for characters with the capabilities of Luke Skywalker, Han Solo and Darth Vader. These characters have more than 150 dice.





THE CHARACTER STANDARD

This system is more geared to balancing gamemaster characters versus the abilities of the player characters. For best results, the relevant skills in a particular scene, whether they are combat, interaction, knowledge, piloting or technical skills, should be compared directly against each other to get the most balanced situation.

If you want to compare the characters as a whole, use the "Total Dice" column. If you want to compare the characters on a skill-for-skill basis, use the "Specific Skill" column. All numbers are relative to the player characters.

Challenge Level	Total Dice	Specific Skill
None	-15D or more	-3D or more
Minor	(-5D) to (-14D)	-2D
Moderate	(-4D) to (+4D)	(-1D) to (+1D)
Serious	(+5D) to (+14D)	+2D
Major	+15D or more	+3D or more

ADVANCING SKILLS

As a gamemaster character goes through various adventures, he should receive Character Points and Force Points in the same way that player characters do. This way, the character can add new skills and improve existing ones in a fair and equal manner.

Of course, it is important to point out that most player characters will be involved with more dangerous situations than gamemaster characters, and thus gain more Character Points.

ROLEPLAYING CHARACTERS

Now that the characters have been prepared, it is time to breathe life into these individuals. The gamemaster is responsible for dozens and perhaps, over the span of a lengthy campaign, even hundreds of personalities, so it is important to keep notes on the characters you portray.

The gamemaster must take the capsule summary and put those attitudes, behaviors and beliefs into action. While some of this information may be contained in the summary, it is up to the gamemaster to portray it accurately.

First, determine a character's general outlook and attitude. Is the character grim and silent, cheerful and talkative, generous to a fault, determined yet good-hearted, or hateful and vindictive?

Han Solo as first seen in the Mos Eisley cantina seemed to be a slick smuggler out to make a credit. By the end of *Return of the Jedi*, he becomes a crusader for good. Darth Vader is determined and relentless, not letting any obstacle get in the way of his goals.

Take the opportunity to act out a character fully. Using different voices and accents adds more flavor to character and makes them much more memorable. Use body language, actions, specific phrases and facial expressions to get the character across to your players.

Vary the attitudes of characters in the same profession, since not every bartender is going to agreeable and jolly, especially if he lives in a more sinister part of the city. Likewise for any other character, there are a variety of backgrounds and attitudes dependent on the surroundings and atmosphere.

Take the opportunity as gamemaster to take all the roles you've seen on the big screen and act them out yourself. This is your big chance to shine and show your friends the depth of your acting talent. And don't worry about being embarrassed by any critiques of your performance.

At some point in the future your players will make a comment on some scenario that was memorable because of a character that you created and "hammed up." This character would not have been memorable without your performance.

To add to your performance, add a variety of vocal characterizations. Give the characters distinctive accents, a noticeable stutter, a lisp or some other odd speech pattern. Remember that every region and every planet will have its own particular accents and speech patterns.

Other usable devices include a lack of contractions. For example, "isn't" becomes "is not", "weren't" becomes "were not." This speech style lends a more formal feel to a character's persona. Also, inverting words and dropping words from sentences can lead to memorable speech styles.

Another way to make your characters have more reality and depth is to add mannerisms and repetitive actions. A character might blink excessively, wring his hands, walk with a limp or have some other odd physical abnormality.

Some of these can be acted out, others will have to rely on your description of the noticeable problems. Other physical differences that can be noted are scars, cyber-replacement parts and missing limbs. These add a bit of flavor to a character that may give more insight to the character's background and personality.

RECORD-KEEPING AND EXPERIENCE

As a character is used more and more in your adventures, you will want to add more information to a gamemaster character's notes. While you are running that character, the notes should be in front of you for easy reference. You may want to have a piece of scratch paper attached to each character's notes. While you are gaming, note on the scratch paper important events, typical sayings ("I've got a bad feeling about this," for example), new personality traits and other things that influence your portrayal of the character. After the adventure, look at the scratch paper and decide what traits and notes should be transferred to the character's permanent character notes.

For example, you will want to keep track of how the character interacts with the different player characters (Han Solo just doesn't get along with C-3PO and treats Luke like a kid brother). Is the character friendly with a certain player character or have they been involved in a memorable encounter? A shared history with your player's characters will keep these characters fresh and real. Take the time to reminisce with your players in character. It also gives you insight into what characters your players liked and disliked.

Note what actions the character took part in, and how well they succeeded or how badly they failed. With villains, it's very important to note as to whom they might have a grudge against and how their plans were foiled. A smart villain will remember who it was that foiled their plans and how they did it — and probably seek revenge. Never commit the same mistake twice.

USING ALLIES

Giving the characters allies in an adventure is a double-edged sword. On the one hand, the character can lend aid or extra firepower to the group of characters, or provide them with a vital contact. On the other hand, the gamemaster characters can't be too good. The players should never feel that they are competing with or inferior to these characters. You should give these characters skills that complement the player characters' skills and don't come into direct competition. Gamemaster allies have the capacity to be a great source of entertainment for the players and also a bottomless well of possible adventure ideas.

One of the easiest ways to introduce a new adventure hook is through information discovered or related by a gamemaster character. If this character is a familiar and repeating character, the players tend not to feel as forced into a plot-line as when a nameless, faceless high ranking Rebel official walks up to them and tells them they're now on their way to some remote sector of space. If the same idea is put forth by a familiar character overhearing a rumor and relaying it to the characters or having discovered the information himself, the players are more likely to go along without bristling at the idea.

You can also make notes of "non-gaming adventures." While the player characters were off saving the galaxy, odds are the gamemaster characters were doing something too. A gamemaster character log sheet provides a perfect place to note these kinds of adventures and decide how they affect the character in terms of game statistics and how they will behave in the future (for example, a character on the run from bounty hunters will probably be much more secretive than he was before the bounty was levied — these kinds of happenings should be integrated into your game).

Also, note whatever special equipment or resources the character might have at his or her disposal, whether it's a specially modified heavy blaster pistol or an Imperial Star Destroyer. No detail is too small to be overlooked and you'll also be surprised how much you can forget with the passage of time.

Another use for this detailed character log is that after the character has been out of a play for a while, it might be useful to reintroduce the character in order to introduce a new plot idea. Simply by browsing through your archives of old characters, plot-lines and adventures will start to spontaneously generate.

For example, you might not have a good idea for an adventure, but you then come across the character log of a smuggler who got the player characters off the planet "fast, with no questions asked." What happened to him? Did the Empire finally catch up with him and throw him in prison? Did he finally set up that little shipping company he was working on and go legit? Is he still in the smuggling business, and will he be willing to help the characters out of another bind? Is he in a bind and will he ask the characters for help? A lot of possibilities will spring to mind as you review those old characters and let your mind wander as to the possibilities.

From any of those ideas listed above, whole new adventures could be generated, whether it is a daring raid of an Imperial prison planet or coming to the aid of the new shipping company now troubled by the claws of the Empire.

Also, this log can give you a ready cast of characters that can be dropped in at a moments notice, already prepared for play. With the simple change of a name and a later write-up, gamemaster character generation is a snap.

As gamemaster, your characters should receive the depth and consideration that your players give their characters. Take the time to develop a feasible and playable background for all your characters. And let your player's insights help mold and shape future characters. They are the ones who struggle against and fight with your creations. Your players can give you ideas as to character development that you may not have thought of.

THE EXTRA: GAMORREAN GUARD

This is the character that shows up in only one encounter and has a very limited range of actions.

Gamorrean Guard: All stats are 2D except: *Dexterity* 3D, *melee combat vibroaxe* 4D+1, *melee parry* 3D, *Strength* 4D. Move: 8. Vibroaxe (damage STR+3D+1).

THE SUPPORTING CHARACTER: SULLUSTAN MECHANIC

This character may appear in more than one encounter and will interact with the player characters more than once.

SULAHB

Type: Sullustan Mechanic

DEXTERITY 1D

Blaster 2D, *dodge* 3D

KNOWLEDGE 2D

Value 3D

MECHANICAL 2D

Space transports 2D+2

PERCEPTION 2D

Bargain 3D+1

STRENGTH 1D+1

TECHNICAL 3D+2

Droid repair 4D, *space transports repair* 6D

Special Abilities:

Enhanced Senses: Sullustans have advanced hearing and vision.

Whenever they make *Perception* or *search* checks involving vision in low-light conditions or hearing, they receive a +2D bonus.

Location Sense: Once a Sullustan has visited an area, she always remembers how to return to the area — she cannot get lost in a place that she has visited before. This is automatic and requires no die roll. When using the *astrogation* skill to jump to a place a Sullustan has been, the astrogator receives a +1D bonus to her die roll.

Character Points: 3

Move: 10

Capsule: Sulahb is a Sullustan mechanic who repairs the starship of the player characters. She is a quiet, hard-working person who is very meticulous in her work.

Sulahb is the kind of character who can be used at the beginning or end of every adventure. As she crawls out from under that leaking landing strut, she can tell the characters what she repaired, hold up the old worn parts she came across

while fixing something else, and she can always caution the characters about how they should treat their ship, and themselves, with a little more care.

THE MAJOR CHARACTER: REPUBLIC SENATOR

The player characters may interact with this gamemaster character extensively in roleplaying encounters or they may become familiar with the personality of this gamemaster character in other ways (such as through rumors and secondhand information).

KARE FONTIN

Type: Old Senatorial

DEXTERITY 1D

KNOWLEDGE 4D

Alien species 9D, *bureaucracy* 12D, *cultures* 8D, *languages* 10D, *willpower* 10D

MECHANICAL 3D

Astrogation 4D+2

PERCEPTION 4D

Bargain 10D, *command* 10D, *con* 12D, *hide* 7D, *persuasion* 8D, *search* 7D

STRENGTH 1D

TECHNICAL 1D

Droid programming 3D, *security* 4D

Force Points: 3

Character Points: 16

Move: 8

Capsule: Kare Fontin is a very old former senator who served during the days of the Republic. He is well over 100 years old, and while his body has become quite frail over the years and he is a little hard of hearing, his mind and his wit are as keen as ever.

This character can be used in a variety of ways. When first introduced to the players, their characters are charged with escorting him from Coruscant to Beta Olikark. Assuming that Fontin gets along with the characters, he may call upon him for escorts on future diplomatic missions. Likewise, the characters now have a powerful friend in the Republic government who may be able to grant them special favors.

TYPICAL CHARACTERS

The following are representative gamemaster characters that players may encounter. Some individuals will have higher or lower scores, scaled to meet the demands of the players' characters and the situation.

If you need another type of character, whether a bounty hunter, a scout, a trader, a Jedi, or one of thousands of other character types, you may want to model the character after one of the character templates. When you do create a new character type, keep the stats handy — you may want to reuse the character's stats for a new character even if the "personalities" of the characters are completely different.

The "Standard Specialist" below is a basic template for any kind of quick character. The specialist may be a mechanic, slicer, or even just a custodian. This makes it very easy to assign skills quickly.

Standard Specialist: All stats are 2D; any three skills at 4D. Move 10.

THE GALACTIC EMPIRE

The Galactic Empire is a vast and highly organized government ruled over by Emperor Palpatine. The Galactic Empire seized power at the end of the Clone Wars following an unprecedented military build-up and the destruction of the Jedi order.

The Empire is divided into sectors, each of which is governed by a Moff and guarded by military forces. The Empire's authority on any given world can range from a single garrison (found mostly on backwater planets like Tatooine) to an intense presence with a stormtrooper on every street corner (as in the Deep Core and important Core worlds).

Stormtroopers

Stormtroopers are the elite troops of the Empire, trained to fight and die without fear or question. Squads of stormtroopers strike terror into the hearts of civilians throughout the galaxy, enforcing the Emperor's will with ruthless zeal and efficiency.

Stormtroopers are a separate force from the troops of Imperial Forces and do not answer directly to Imperial military officers. They are obedient and devoted to the Emperor. They cannot be bribed, blackmailed, or seduced. Any such attempt automatically fails.

After recognizing the need for troopers with special equipment and training, the Emperor ordered the development of additional types of stormtroopers, including (but not limited to) snowtroopers, sandtroopers, and scout troopers.

Imperial Stormtrooper: All stats are 2D except: Dexterity 3D, blaster 4D, brawling parry 4D, dodge 4D, brawling 3D. Move: 10. Stormtrooper armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D), blaster pistol (4D).

Aquatic Assault Stormtrooper: All stats are 3D except: blaster 4D, brawling parry 4D, Mechanical 3D, aquatic vehicle



operation 3D+2, Strength 2D+2, brawling 3D+2, swimming 4D+2, Move 10, 12 (swimming). Blaster speargun (blaster: 5D, 0-10/50/100 [air], 0-5, 25/35 [underwater], speargun: 4D, 0-5/15/25 [underwater]), concussion grenades (5D/4D/3D/2D), seatrooper armor (+1D physical and energy, increases swimming by +2D).

Scout Trooper: All stats are 2D except: blaster 4D, brawling parry 4D, dodge 4D, Mechanical 3D, repulsorlift operation: speeder bike 3D+2, brawling 3D, Move: 10. Holdout blaster (3D+2), scout armor (+2 physical, +2 energy), blaster pistol (4D), blaster rifle (5D), concussion grenades (5D/4D/3D/2D), survival gear.

Cold Assault Stormtrooper (Snowtrooper): All stats are 2D except: blaster 5D, blaster artillery 4D, brawling parry 4D, dodge 3D, survival: arctic 4D, search 3D+1, brawling 4D. Move: 10. Blaster Pistol (4D), Blaster Rifle (5D), concussion grenades (5D/4D/3D/2D), food and water packs, ion flares, snowtrooper armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), survival kit.

Zero-G Assault Stormtrooper: All stats are 2D except: Dexterity 3D, blaster 4D, brawling parry 5D, dodge 4D, grenade 5D, missile weapons 5D, survival 5D+1, Mechanical 3D, astrogation 4D+2, powersuit operation: spacetrooper armor 6D, repulsorlift operation 5D+2, space transports 5D+2, starship gunnery 4D, starship gunnery: proton torpedo launcher 5D+2, Perception 2D+2, search 5D+2, brawling 3D, stamina 4D, demolitions 3D+1, security 4D+1, powersuit repair 4D+1, Move 11. Space trooper armor (+4D physical, +3D energy, -1D Dexterity and related skill rolls, Space 1, Move 8, grenade launcher (missile weapons skill. 5-50/100/200 [in space: 0/1/2], concussion grenades (ammo: 30, 5D/4D/3D/2D, blast radius 0-2/4/6/10), gas/stun grenades (ammo: 30, 5D/4D/3D/2D [stun], blast radius 0-2/4/6/8), mini-proton torpedo launcher (starship gunnery skill, 6D, ammo 6, 25-100/300/700, [in space: 1/3/7]), blaster cannon (6D, 10-50/100/150), laser cutters (3D starfighter-scale).

Imperial Officers

Admired, respected, and feared, the officers of the Imperial Army and Imperial Navy are drawn from prestigious families with long histories of military service. Few are promoted up from the lower ranks. Most are inducted straight into officer training academies, instructed in doctrine, leadership, and tactics, and then awarded commissions. There, if they distinguish themselves, they finally get a chance to rise through the upper echelons – but rarely do they find occasion to dirty their hands.

Typical Imperial Naval Officer: Dexterity 2D+2, blaster 4D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, tactics: capital ships 5D, tactics: fleets 4D, Mechanical 3D+2, capital ship piloting, 4D, Perception 3D+1, bargain 5D+1, command 4D+1, hide 4D, Strength 2D+1, brawling 3D+2, stamina 3D+1, Technical 3D, capital ship repair 4D+1. Move 10. Blaster pistol (4D), com-link.

Typical Imperial Army Officer: Dexterity 2D+2, blaster 4D+2, blaster 4D+2, dodge 4D, Knowledge 3D, bureaucracy 4D, planetary systems 3D+1, tactics: ground combat 5D, Mechanical 3D+2, repulsorlift operation, 4D, walker operation, 4D, Perception 3D+1, bargain 5D+1, command 4D+1, hide 4D, Strength 2D+1, brawling 3D+2, stamina 3D+1, Technical 3D, walker repair 4D+1. Move 10. Blaster pistol (4D), comlink.

Imperial Army Troopers

The standard trooper of the Imperial Army, these individuals are the most visible symbol of the Empire on most worlds. They are confident, arrogant and eager to fight, and hate the Rebel Alliance/New Republic with amazing ferocity.

Imperial Army Trooper: Dexterity 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Knowledge 1D+1, survival 2D+1, Mechanical 1D+1, repulsorlift operation 2D+1, Perception 2D, Strength 3D+1, brawling 4D+1, Technical 1D. Move: 10. Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies.

Veteran Imperial Army Trooper: Dexterity 3D, blaster 4D+1, blaster: heavy blaster pistol 5D+1, blaster artillery 3D+2, brawling parry 3D+1, dodge 4D+1, grenade 3D+2, melee combat 4D, melee parry 3D+2, missile weapons 4D, vehicle blasters 3D+2, Knowledge 1D+1, intimidation 2D+2, law enforcement 2D+2, law enforcement: Imperial law, streetwise 2D+1, survival 2D+1, Mechanical 1D+1, ground vehicle operation 2D+1, hover vehicle operation 2D+1, repulsorlift operation 2D+1, Perception 2D, command 3D, hide, 2D+2, search 3D, sneak 2D+2, Strength 3D+1, brawling 4D+1, Technical 1D, blaster repair 2D, first aid 2D. Move: 10. Blaster rifle (5D), field armor and helmet (+1D physical, +2 energy), grenades (5D), helmet comlink, survival gear, utility belt with supplies.

Typical Imperial Pilot

Imperial pilots receive top-level training at the Imperial Academies and must endure countless hours of pre-commissioning flight exercises before transferring to combat units. Like most members of the Empire's military organization, pilots consider themselves the most-skilled in the galaxy, second to none. Their arrogance often dominates their personalities, and the Rebel Alliance has learned to exploit this weakness. Few Imperial pilots have enough to skill to become TIE pilots. The Empire's main starfighter requires expert handling and pinpoint firing accuracy to make up for its lack of hyperdrive and shields.

Imperial Pilot: All stats are 2D except: Dexterity 2D+1, blaster 3D+1, dodge 3D+1, Knowledge 1D+1, planetary systems 2D+1, survival 2D+1, value 2D+1, Mechanical 3D, astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, communications 3D+1, sensors 3D+1, space transports 4D, hide 3D, investigation 3D, sneak 3D, climbing/jumping 3D, stamina 3D+1, Technical 1D+1, capital ship repair 3D+1, capital ship weapons repair 2D+1, computer programming/repair 2D+1. Move: 10. Blaster pistol (4D), flight suit, navigational computer linkup helmet (internal comlink, +1D to sensors), survival gear.



TIE Fighter Pilot: All stats are 2D except: Dexterity 3D+1, blaster 4D+1, dodge 4D+1, planetary systems 3D, Mechanical 4D, sensors 4D+2, starfighter piloting 6D, starship gunnery 5D, Perception 3D, command 4D, search 4D, Strength 3D, stamina 4D, computer programming/repair 3D+1, starfighter repair 5D. Move: 10. Navigation computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment, one week emergency rations, blaster pistol (4D), survival gear.

Typical Imperial Naval Trooper

To protect its vast number of capital ships without relying on help from the Army, the Navy has created a corps of troopers to act as soldiers. These troops handle security, control hangar traffic, and monitor sensor arrays when their combat skills are not required.

Imperial Naval Trooper: Dexterity 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2, Knowledge 1D+1, intimidation 2D+1, streetwise 2D+1, Mechanical 1D+2, repulsorlift operation 2D+2, capital ship shields 2D+2, Perception 3D, command 4D, search 4D, Strength 2D+2, brawling 4D+2, stamina 3D+2, Technical 1D, security 2D. Move: 10. Blast helmet (+1D to physical, +1 energy), blaster pistol (4D), comlink.

REBEL FORCES

The Rebel Alliance fights against the tyranny of the Empire in order to restore justice and freedom to the galaxy. Formed by loyalists such as Mon Mothma and Senator Bail Organa, the Rebel Alliance struggles against the Empire at every turn. It uses guerrilla warfare and undercover violence to weaken the Imperial machine and help free the oppressed people of the galaxy. Though the Alliance sometimes engages in direct military action against the Empire, as seen at the Battle of Yavin or the Battle of Endor, most of the efforts of the Alliance take place under the guise of legitimate activity. For this reason, the Alliance has attracted not only freedom fighters but also outlaws, smugglers, and even pirates.

The Rebel Alliance is loosely organized into cells that can operate relatively independently of Alliance command. Each cell operates on Imperial worlds or out of hidden bases, such as the base on Hoth. Any worlds that sympathize with the Alliance find themselves the targets of Imperial wrath. Alliance agents are always on the run from the Empire, and Rebels that are captured are dealt with swiftly and harshly.

Typical Rebel Alliance Soldier

The standard infantry trooper of the Rebel Alliance/New Republic is a dedicated volunteer who believes in the cause. Many do not conform to the "mold," as they left their former (non-military) lives to become soldiers in the battle against the Empire.

Rebel Alliance Soldier: All stats are 1D+2 except: *Dexterity 3D+2, blaster 5D+2, grenade 4D+2, Knowledge 1D, Strength 3D, brawling 4D, Technical 1D+2, demolitions 2D+2*. Move: 10. Blaster pistol (4D), grenades (5D), macrobinoculars (+1D to search greater than 50 meters), comlink, blast vest (+1D physical, +1 energy).

Typical Rebel Pilot

Like Rebel soldiers, most Alliance pilots gave up their former careers to fight the Empire on the front lines of the Galactic Civil War. These brave individuals receive little combat training before entering battle, so most have to rely on skills they learned before joining the Alliance.

Rebel Pilot: All stats are 2D except: *blaster 4D, dodge 3D, Knowledge 1D, planetary systems 2D+2, Mechanical 3D, starfighter piloting: X-wing 6D, starship gunnery 4D, Perception 1D+2, Strength 2D+2, computer programming/repair 3D*. Move: 10. Blaster pistol(4D), comlink, sealed flight suit.

GALACTIC REPUBLIC

Consisting of thousands of civilized worlds, the Galactic Republic is the oldest governing body in history. Senators from its constituent worlds determine policy and enact laws, ensuring that peace and prosperity reign throughout the galaxy.

The greatest threat to the Galactic Republic is the Confederacy of Independent Systems, a coalition of worlds that believes the Republic has become corrupt. The Senate authorizes the deployment of a vast clone army to quell the Separatist threat, leading to the Clone Wars and ending with the destruction of the Separatist leadership and the dissolution of the Republic in favor of a new Empire.

Clone Trooper

To counter the threat of the Trade Federation's droid armies, the Republic deploys an army of cloned warriors. The clones' creators, the Kaminoans, conceive the clones from a single genetic blueprint (that of the bounty hunter Jango Fett), making a few alterations to ensure the troopers' rapid maturation and unwavering obedience. The true loyalty of the clone troopers is revealed at the end of the Clone Wars, when Darth Sidious issues Order 66 and turns the clones against the Jedi order.

Although identical in appearance, clone troopers have different levels of training, which accounts for their varying levels of ability. Clone troopers can't be bribed, blackmailed, or seduced. Any such attempt automatically fails.

Clone Trooper: *Dexterity 3D+1, blaster 4D+1, blaster artillery 3D+2, brawling parry 4D, dodge 4D+1, grenade 4D, Knowledge 2D, survival 3D, Mechanical 2D+1, Perception 3D, Strength 3D+1, brawling 4D, stamina 4D+2, Technical 2D*. Move: 10. DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor (+2D physical and +1D energy, increases Dexterity and related skills by +1D).

ARC Trooper

The ARC Troopers are elite clone units that were personally trained by Jango Fett. Whereas most clone troopers are trained to work as a unit, ARC Troopers function well as individuals, making them even more formidable as foes.

ARC Trooper: *Dexterity 3D+2, blaster 8D+2, blaster (repeating blaster) 9D+1, brawling parry 5D+1, dodge 6D+1, grenade 5D+1, melee combat 5D+1, melee parry 5D+1, missile weapons 5D+1, Knowledge 2D+2, intimidation 4D+1, survival 5D+1, tactics 5D+2, Mechanical 3D+1, Perception 2D+1, command 5D, search 7D, search (tracking) 7D+1, Strength 3D+2, brawling 4D, climbing/jumping 5D+2, swimming 5D+1, Technical 2D+1, armor repair 3D, blaster repair 4D, computer programming/repair 3D+2, demolition 4D+1, security 4D*. Move: 10. Light repeating blaster (5D), comlink, 5 frag grenades (5D), ARC Trooper Armor (+1D physical and +2 energy, increases Dexterity and related skills by +1D).

THE FRINGE

Fringers live at the edges of society. Criminals, independents, traders, and mercenaries of all kinds consider themselves fringers. While not all members of the fringe are criminals (certainly, many are hard-working and honest folk), anyone who operates far from the seat of galactic power or outside the bounds of the law can be considered part of the fringe.

Assassin

An assassin usually maintains a cover that enables him to travel freely, yet also explains why he's in a given location at a given time. Many assassins hold jobs as merchants, sales representatives for interstellar corporations, or diplomats. A truly villainous assassin has a "signature" consisting of a particular approach or some memento left with his victims.

Assassin: *Dexterity 3D, blaster 5D, dodge 5D, firearms 5D, Knowledge 2D, languages 3D, law enforcement 3D, streetwise 3D+2, survival 3D, willpower 3D+1, Mechanical 2D, repulsorlift operation 3D, Perception 3D, search 4D, sneak 4D+1, Strength*



2D, brawling 4D, climbing/jumping 4D, stamina 3D+2, Technical 2D. Move 10. Equipment varies widely.

Bounty Hunter

Bounty hunters track and recover sentient beings to bring them to "justice" even if that's little more than a Hutt's personal vendetta. Before the Empire, most bounty hunters were members of a galaxy-wide guild that worked openly, taking contracts to hunt down criminals for various authorities. During the Emperor's reign, the guild fragmented, leaving a large number of independent operatives. Though they occasionally band together to tackle particularly difficult targets, most of the time they work alone, vying against each other to collect the largest rewards. Bounty hunters differ from assassins in that they usually seek to capture their targets, not kill them.

Bounty Hunter, Novice: All stats are 2D except: blaster 3D+2, dodge 3D+1, melee combat 3D+1, survival 2D+1, investigation 3D, sneak 3D, brawling 3D+2. Move: 10. Protective vest (+2 physical, +1 energy), heavy blaster pistol (5D), knife (STR+1D).

Bounty Hunter, Veteran: All stats are 2D except: blaster 4D+2, dodge 4D+1, grenade 4D, melee combat 4D+2, melee parry 3D+1, streetwise 3D, survival 2D+2, investigation 3D+1, sneak 3D+2, brawling 3D+2, blaster repair 1D+2. Move: 10. Blast vest (+1D physical, +1 energy), heavy blaster pistol (5D), blaster rifle (5D), hold out blaster (3D), grenade (5D), knife (STR+1D).

Bounty Hunter, Master: All stats are 2D except: blaster 6D, dodge 5D, grenade 4D, melee combat 4D+2, melee parry 3D+1, intimidation 3D, streetwise 3D, survival 2D+1, astrogation 4D, beast riding 2D, space transports 5D, starship gunnery 5D, starship shields 5D, investigation 4D, sneak 4D+2, brawling 5D+2, stamina 3D+2, armor repair 2D+1, blaster repair 2D+1. Move: 10. Bounty hunter armor (+2D physical, +1D energy, -1D Dexterity), 2 heavy blaster pistols (5D), blaster rifle (5D), hold out blaster (3D), thermal detonator (10D), vibroknife (STR+3D).

Enforcers

Enforcers often began their careers as streetwise thugs, crawling up from the darkest, filthiest pits of the galaxy, to positions within the criminal underworld.

Enforcer: Dexterity 2D+2, blaster 4D+2, brawling parry 4D+2, dodge 4D+1, melee combat 4D, melee parry 3D+2,

Knowledge 1D+2, Mechanical 1D+2, Perception 1D+1, Strength 2D+2, brawling 4D+2, Technical 2D. Move 10. Blaster pistol (4D), vibroblade (STR+2D).

Haughty Smuggler

Smugglers sneak their contraband past the watchful eyes of the authorities. They are often brash, very arrogant, largely due to the risky world that they live in.

Smuggler: Dexterity 2D+1, blaster 4D, dodge 4D+1, Knowledge 1D+1, streetwise 4D+2, Mechanical 2D+2, astrogation 4D+2, space transports 5D+2, starship gunnery 4D+2, Perception 2D, bargain 2D+2, con 4D+1, Strength 2D, Technical 1D+1. Move 10. Heavy blaster pistol (5D).

Typical Merchant

Merchants either maintain a shop in a spaceport or planet-side city, or else travel the galaxy plying their wares wherever there is demand. Most practice their business fairly, although some take every opportunity to exploit unwary buyers.

Merchant: All stats are 2D except: streetwise 2D+2, repulsorlift operation 2D+1, bargain 4D, con 3D+2, persuasion 2D+2. Move: 10. Clothing, datapad (holding transaction records), 200 credits, various wares for sale.

Slick Gambler

Gamblers are common sights at the local spaceport cantinas. They may be down-on-their-luck lowlifes, high-rollers, or even cheats. Gamblers are always after the next big score, which usually involves the player character's pockets.

Gambler: Dexterity 2D+2, Knowledge 2D, languages 2D+2, Mechanical 1D+1, Perception 3D, bargain 4D, con 4D+2, gambling 5D, hide 4D, Strength 1D+2, Technical 1D+1. Move: 10. Hold-out blaster (3D).

Thugs

Thugs are street toughs aspiring to become swoop champions, grunts working for a local crime lord, security guards, or law enforcers prone to breaking heads and taking bribes.

Thug: All stats are 2D except: blaster 2D+1, brawling parry 3D+2, dodge 2D+2, melee combat 3D, melee parry 2D+2, intimidation 3D+2, streetwise 3D+2, brawling 4D, lifting 3D, stamina 2D+2. Move: 10. Comlink, vibroblade (STR+1D), blast vest (+1D physical, +1 energy).



16

CHAPTER SIXTEEN

ALIENS

"Urrrgghe Errghher Gurugggu... [ACTIVATE TRANSLATOR]

"Ahem, beg your pardon... shall we begin? The galaxy teems with species and civilizations of a bewildering variety. Humans often make the mistake of dismissing an entire species as "All Aqualish behave this way..." or "All Twi'leks think like that..." And while sometimes such statements may be accurate, I would caution one traveling into space that every member of an alien species is unique from every other, just as every human is in some ways different from any other. Individuality is not merely a human trait, my friends.

In this section, you will find an overview of some of the species to be found in the galaxy. The Republic usually was inclusive of alien species. While the Empire has for the most part chosen to ignore the significant contributions these aliens can make to galactic society, the Rebellion has embraced their diversity and profited from it. Given time, you may find you do so as well.

ALIENS IN THE GALAXY

Although humans have long dominated the Known Galaxy, there are thousands of known intelligent alien species. Many of these species can be encountered almost anywhere. During the time of the Rise of the Empire, aliens were very integrated into society.

Emperor Palpatine ruled through fear and manipulation. Part of his "New Order" plan was clearly weighted heavily in favor of humans, and relegated most alien species to the role of second-class citizens. Very few aliens were allowed to serve in the Imperial forces, although, a few aliens – such as Grand Admiral Thrawn – did achieve positions of great power.

If adventures are set in the time period of the Empire (during the original *Star Wars* movies), aliens will often be at a disadvantage when dealing with Imperial troops and even many of the "average" humans of the galaxy. The degree of prejudice depends on the individual, the alien species and what the general temperament of that section of the galaxy is (some governors maintained power by whipping the masses into an anti-alien frenzy).



If adventures are set in the time period of the Rise of the Empire, the New Republic, or the New Jedi Order, aliens face less prejudice, although it still exists; it is simply no longer fashionable. The New Republic, which found great support from aliens during the civil war, welcomed most aliens as equals. Now, however, many aliens are exhibiting a great degree of anger towards humans — the pent-up frustration born of decades of discrimination.

A Note on Race and Species

Many people in the galaxy use the word "race" when referring to various aliens. While this usage is common, it is also incorrect. The proper term for each alien is "species," as "race" is a term used to denote different sub-groups of a particular species, distinguished by different physical characteristics. This distinction is an important one because, like humans, many alien species have a number of races.

GAME INFORMATION

Each species description is followed by game information. Here's what the various categories represent:

Personality: The generalized behavior and demeanor of the average being of the species.

Physical Description: Describes the look, size, shape, weight, and height of an average alien of the species.

Homeworlds: The planet from which the species is known to hale from.

Languages: The primary language used throughout known space is called Basic. Most characters can speak Basic, and even more characters understand it even if they can't speak it. Nonhuman characters can generally also speak, read, and write the language associated with their species; for example, Cereans speak, read, and write Cerean as well as Basic. In game terms they have the *language: Cerean* specialized skill at 5D. This has no effect on the general *language* skill which must be acquired through normal skill selection.

Example Names: Some common names (and some historically notable names) of creatures of the particular species.

Adventurers: Some reasons why a member of the species might venture out into the greater galaxy and join an adventuring party.

Game Statistics

Attribute Dice: This is the number of attribute dice for an "average" member of the species. Most gamemaster characters will have this total number of attribute dice. Player characters and some gamemaster characters get six additional attribute dice.

Attribute Die Ranges: Each species has a separate listing for each attribute (*Dexterity, Knowledge, Mechanical, Perception, Strength* and *Technical*). Except in a small number of cases, members of that species may not have an attribute listing lower than the first number (the minimum) or higher than the second number (the maximum). With experience, characters can invest Character Points to increase their attributes above the maximum.

Special Skills: A listing of any unique or very specialized skills which are common to that species. The skill listing also notes the attribute that the skill is associated with. In general, anyone can learn a special skill provided they receive proper instruction.

Special Abilities: Some aliens have special abilities which are only available to a particular species. These are generally physiological traits (claws, tails, sharp teeth, and so forth) and cannot be "learned" by members of a different species.

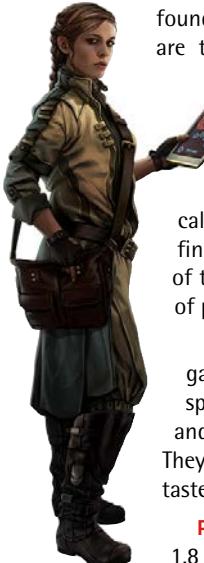
Story Factors: Story factors affect most, if not all, members of a given species. Story factors include notes on the alien's culture, life cycle or beliefs other people hold about the species in general. These story factors can be used as an aid for both the player and gamemaster (and canny gamemasters can often spin these factors into an ongoing *Star Wars* adventure).

Move: The minimum starting Move for an average character (as well as a player character), and then the maximum Move for a member of that species. If the species has two or more prime modes of movement, all will be listed. All beginning characters start with the first number under "Move." The second number is the species' maximum move.

Size: The common or average height for adult members of the species.

For rules on creating an alien player character, turn back to the section "Creating a New Template" in the "Characters" chapter.

HUMANS



Humans dominate the Core Worlds and can be found in virtually every corner of the galaxy. They are the ancestors of early spacefaring pioneers, conquerors, traders, travelers, and refugees. Humans have always been people on the move. As a result, they can be found on almost every inhabited planet. As a species, Humans are physically, culturally, and politically diverse. Hardy or fine, light-skinned or dark, Humans remain one of the most dominant species throughout all eras of play.

Personality: Human personality runs the gamut of possibilities, though members of this species tend to be highly adaptable, tenacious, and willing to keep striving no matter the odds. They are flexible and ambitious, diverse in their tastes, morals, customs, and habits.

Physical Description: Humans average about 1.8 meters tall. Skin shades run from nearly black to very pale, hair from black to blond. Men are usually taller and heavier than women. Humans achieve maturity about the age of 15 and rarely live beyond 100.

Homeworlds: Various, including Coruscant, Corellia, Naboo, Tatooine, and Alderaan.

Languages: Humans speak, read, and write Basic. They often learn other languages as well, including obscure ones.

Example Names: Anakin, Ben, Biggs, Boba, Han, Lando, Leia, Luke, Mara, Owen, Padmé, Talon, Wedge, Winter.

Adventurers: Humans aren't afraid to try anything, and Human adventurers the most audacious, daring, and ambitious members of an audacious, daring, and ambitious species. A Human can earn glory by amassing power, wealth, and fame. More than any other species, Humans champion causes rather than territories or groups.

HUMANS

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Move: 10/12

Size: 1.5-2.0 meters tall

Near-Humans

Human-derived species, called "near-humans," are remarkably similar to baseline humans, but due to local environments have evolved unique adaptations to their surroundings.

The appearances of near-human's can vary wildly. While most near-humans have the same game stats as normal humans, some near-human races will have different attribute minimums and maximums, or possibly special abilities. Physical traits will also be markedly different, and can provide hints about the individual's home planet. (For example, squat and muscular near-humans may come from a high-gravity environment; dark-skinned near-humans may come from a planet with high exposure to ultraviolet radiation; and so forth.)

Near-human species often have unique, or minor special abilities which set them apart from the standard Human game statistics.

Republic Clone

The basic clone trooper is bred for obedience and military discipline. This can stifle players who want more free will. Instead, the player could choose to play an ARC Trooper or Republic clone commando; both unit types are clones based on the original Jango Fett template, but they have more of Fett's personality and fewer behavioral restrictions than standard clone troopers. They receive special training better suited to heroic careers, and many have destinies that stretch out beyond the Clone Wars.

Note that this set of stats is for use by player characters or major gamemaster characters. For "average" clones gamemaster characters, see the "Gamemaster Characters" chapter.



REPUBLIC CLONE

Attribute Dice: Add 2D to the stats below, without adding more than 2 pips to any single attribute.

DEXTERITY 3D

KNOWLEDGE 2D+1

MECHANICAL 2D+2

PERCEPTION 2D+1

STRENGTH 3D

TECHNICAL 2D+1

Special Abilities:

Military Training: All clones go through intensive military training throughout their formative years. At character creation only, clone characters receive an extra 2D to spend on military-related skills.

Story Factors:

Obedient: Clones are conditioned to obey their superior's orders without question, loyally following the chain of command.

Accelerated Growth: Clones age twice as fast as normal humans.

Move: 10/12

Size: 1.83 meters tall

ERA NOTES: SPECIES

Nonhuman characters have some restrictions placed upon them, depending on the era in which your campaign is set. The restrictions for the more popular eras are described below.

The Old Republic, Rise of the Empire and The Dark Times (1,000 to 0 years before Episode IV). During the time that saw the erosion of the Old Republic and the rise of the Empire, including the period around Episodes I–III, all species participated in a more or less cosmopolitan galaxy. The only restrictions on your choice of an alien species in this time frame refer to species that have not yet "been discovered" by the galaxy at large. Ewoks, therefore, are not available if your campaign is set in this era.

The Rebellion (0 to 5 years after Episode IV). The Empire was particularly entrenched with anti-alien sentiments. During this period of galactic history, most alien species were either enslaved or subjugated by the Empire. In the Outer Rim, nonhuman species continued to carry on their lives as normally as they were able, but in the more civilized regions, non-humans were relegated to the status of second-class citizens — or worse. Many aliens joined the Rebellion, fighting alongside humans in an effort to throw off the shackles of oppression and tyranny. Ewoks show up late in this era, during the Battle of Endor, and free Wookiees rarely appear due to their status as slaves of the Empire.

The New Republic (5 to 25 years after Episode IV). Late in this era, with the decline of the Empire and the birth of the New Republic, non-humans once again take a prominent and equal role in the affairs of the galaxy.

The New Jedi Order and beyond (25+ years after Episode IV). All alien species are available without restriction in this time frame. The era is marked by the New Republic's battle against the Yuuzhan Vong invaders and tainted by growing distrust of the Jedi Knights.

ANZAT

Almost every culture in the galaxy has a legend about immortal creatures that lurk in the shadows, existing only to feed upon the unwary. And in most cases, the Anzati are the monsters of those legends. They have roamed the galaxy for eons, cunning predators hidden amid the crowd, capable of invisibly and efficiently tracking, killing, and feeding on their prey, taking nourishment from their victims' life energy contained within the gelid substance they call *soup*. Despite their long life span, few Anzati are expert scholars, and although they indulge in different pastimes throughout their lives, Anzati rarely pursue skills that do not directly relate to the hunt.

Personality: For Anzati, the hunt for soup is their primary goal, and they pursue it with the devotion of an addict craving the next fix. The common belief is that Anzati view all others as mere livestock, but only the most decadent Anzati subscribe to this view. However, Anzati do enjoy the perverse joke that forming friendships with other species is akin to playing with their food.

Physical Description: Although their appearance is similar to that of Humans, the Anzati are an unusual species, and are most noted for their lack of a readily detectable pulse and for their low body temperature. An Anzat's other distinguishing physical trait is a pair of cheek pouches, each of which conceals a proboscis that extends for feeding.

Homeworld: Anzati are native to Anzat, a mountainous world located in the Mid Rim. The planet's sky is covered in an aurora that has deep religious significance for the Anzati.

Languages: Anzati speak Anzat, an ancient language known only to them.

Example Names: Akku Seii, Dannik Jerriko, Nikkos Tyris, Rath Kelk ko, Salje Tasha, Volfe Karkko.

Adventurers: Due to their predatory nature, Anzati find themselves drawn to the professions of assassin and bounty hunter, which enable them to hunt for nourishment. It is the rare Anzat that does not shun the morality of the Jedi Knights, although Force users are not uncommon among the Anzati.

■ ANZAT

Attribute Dice: 14D

DEXTERITY 2D/5D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 2D/4D

STRENGTH 2D/5D

TECHNICAL 1D+1/4D

Special Abilities:

Anzati Tracking: Anzati are able to sense the Force in others, and each is automatically considered Force-sensitive and possessing of the *Sense Force* skill. When tracking prey, Anzati oftentimes use Force powers such as *Life Detection*, *Life Sense*, *Receptive Telepathy*, *Sense Force*, and *Sense Force Potential*.



Long-lived: Anzati are practically immortal, and can live for eons.

Stealthy: Because they must secretly hunt sentient beings, Anzati have grown adept at maintaining their stealth and secrecy. This is reflected in a +1D bonus to their *Hide* and *Sneak* skills.

Vampires: The Anzati feed from living beings: for every turn spent feeding, 2 pips are subtracted from the victim's *Knowledge*, *Mechanical*, *Perception*, and *Technical* attributes. If any one attribute is reduced to 0 or less, the victim dies. The damage to the attributes is permanent, and reduces skills accordingly.

Move: 10/12

Size: 1.6-1.8 meters tall

AQUALISH

The Aqualish are tusked bipeds from the planet Ando, whose appearance combined aspects of arachnids and pinniped aquatic mammals. Aqualish have a reputation for being nasty, crude and aggressive, and generally pursue off-world careers as mercenaries, bounty hunters, and pirates.

Personality: As a species, the Aqualish have nasty, belligerent dispositions and a tendency towards violence. Their desire for revenge is usually well-developed. The Aquala hate their Quara relatives, which is characteristic of each of the subspecies shared hatred of each other as they all believe their race to be the most superior.



Physical Description: The Aqualish people are made up of three distinct races which included the Aquala, the Ualaq and the Quara. Although they all have their differences, their baseline genetic structure is the same and their appearances do not vary so drastically as to characterize them as different species. All Aqualish have two facial tusks which curve down over their mouths; a trait which adds to their appearance as arachnids. These facial tusks are highly sensitive to heat and cold.

The Aquala subspecies is considered to be the baseline Aqualish breed. Having finned hands and two bulbous black eyes, the Aquala are unable to manipulate most machinery or equipment developed by species with fingered hands. As a result, Aquala tend to remain on their homeworld in greater numbers than either of the other subspecies.

The Quara have developed clawed, five-fingered hands and like the Aquala have two eyes. Combined with the Ualaq, the Quara make up only ten percent of the Aqualish population. This is largely due to their ability to use equipment designed off-world for fingered species. Thus, they are the subspecies more commonly found off-world.

The Ualaq, considered by some specialists to be the result of genetic mutation, have four eyes instead of two and fingered hands which vary from three to five digits on each. As the least common subspecies, the Ualaq often times journey far from Ando to avoid discrimination by the Aquala.

Homeworld: Aqualish are native to Ando, a mountainous world located in the Mid Rim. The planet's sky is covered in an aurora that has deep religious significance for the Anzati.

Languages: All three Aqualish subspecies speak mutually intelligible dialects of the same language, Aqualish.

Example Names: Gorothin Vaggar, Po Nudo, Ponda Baba.

Adventurers: While Aqualish are rare in the galaxy, they can easily find employment as mercenaries, bounty hunters, and bodyguards. In addition, many of the more intelligent members of the species are able to control their violent tendencies, and channel their belligerence into a steady fast determination, allowing them to function as adequate, though seldom talented, clerks and administrators in a variety of fields. A very few Aqualish — those who can totally subvert their aggressive tendencies — have actually become extremely talented marine biologists and aqua-scientists.

AQUALISH

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D+2/3D+2
PERCEPTION 2D/4D
STRENGTH 2D/4D+2
TECHNICAL 1D+2/3D

Special Abilities:

Fins: Aqualish are born with the natural ability to swim. They receive a +2D bonus for all movement attempted in liquids. However, the lack of fingers on their hands decreases their *Dexterity*, and the Aqualish suffer a -2D penalty when using equipment that has not been specially designed for its fins.

Hands: The Quara and Ualaq do not receive the swimming bonus, but they are just as "at home" in the water. They also receive no penalties for *Dexterity* actions. The Ualaq are most likely to be encountered off-world.

Story Factors:

Belligerence: Aqualish tend to be pushy and obnoxious, always looking for the opportunity to bully weaker beings. More intelligent Aqualish turn this belligerence into cunning and become manipulators.

Move: 9/12 (walking), 5/7 (swimming, Aquala only)

Size: 1.8-2 meters tall

BARABEL

A towering reptilian species, the Barabel are relative newcomers to the galactic community. Having evolved from nocturnal predators, Barabels are well-suited to cope with prolonged periods of darkness, and they retain much of their ancestors' ferocity.

Several centuries prior to the formation of the Empire — at least according to Barabel legend — an Ithorian Jedi explorer named Noga-ta came to their world and peacefully settled a millennium-long civil war stemming from a dispute over prime hunting grounds. This instills a high regard for the Jedi in all Barabel for centuries to follow, even in the wake of the Galactic Empire's anti-Jedi propaganda. For a short time, the Barabels were hunted by illegal safaris set up by Imperial-backed Planetary Safaris, but a massed uprising by the Barabels compelled the Empire to intervene and put a stop to the hunts.



Off world, Barabels take up professions that make use of their predatory nature, the most common being bounty hunting. Surprisingly, Barabels willingly follow orders once a chain of command is clearly established, making them prized members of mercenary units. They carry out orders efficiently and quickly, but they are not hesitant to challenge a leader if their survival is threatened. Barabels are also frequent and popular participants in the sport of shockboxing. The monstrous brute Tull Raine holds the Outer Rim title for years, developing a reputation for killing opponents in the ring.

Personality: Barabels are ruthlessly pragmatic and independent. They express a wide range of emotions with a simple "sissing" sound, causing other races to view them as mean spirited or at least constantly angry. Barabels' aggressive nature and predatory instincts frequently lead them to solve problems with the direct approach, and they have no qualms about killing.

Physical Description: Barabels are towering bipeds with reptilian features: a prominent jaw; sharp teeth; a long tail; and remarkably tough, dark scales. Barabels are between 1.9 and 2.2 meters in height, adding to their fearsome reputation.

Homeworld: Barab I.

Languages: Barabel and those who have spent time off-world are likely to speak Basic.

Example Names: Baraduk, Ragath, Saba, Shaka-ka, Tesar, Tibor, Vangar.

Adventurers: Few Barabels chose to leave their homeworld, but those who do usually become bounty hunters and trackers. Others are recruited into mercenary companies, and several shockboxing promoters feature Barabels in their stables.

BARABEL

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D
PERCEPTION 1D+1/4D+2
STRENGTH 3D/5D
TECHNICAL 1D/2D+1

Special Abilities:

Natural Body Armor: The black scales of the Barabel act as armor, providing a +2D bonus against physical attacks, and a +1D bonus against energy attacks.

Radiation Resistance: Because of the proximity of their homeworld to its sun, the Barabel have evolved a natural resistance to most forms of radiation. They receive a +2D bonus when defending against the effects of radiation.

Vision: Barabels can see infrared radiation, giving them the ability to see in complete darkness, provided there are heat differentials in the environment.

Story Factors:

Jedi Respect: Barabels have a deep respect for Jedi Knights, even though they have little aptitude for sensing the Force. They will almost always yield to the commands of a Jedi Knight (or a being that represents itself believably as a Jedi). Naturally, they are enemies of the enemies of Jedi (or those who impersonate Jedi).

Reputation: Barabels are reputed to be fierce warriors and great hunters, and they are often feared. Those who know of them almost always steer clear of them.

Move: 11/14

Size: 1.9-2.2 meters tall

BITH

Bith have been part of the Galactic Republic for thousands of years. Intellectually advanced humanoids, Bith have over-sized brains evolved to handle abstract skills such as language, mathematics, music, and scientific analysis. This fundamental shift to the intellect has caused brain functions related to instinct and biological drives to diminish. Their greater brainpower also means that Bith need to spend only four hours in a meditative trance to regain the energy that most species require eight hours to recover.

As a culture, Bith find the concept of warfare abhorrent, and most are pacifists. During the time of the Republic, the Bith are one of the loudest proponents for finding diplomatic solutions and for banning weapons and the industries of war. This pacifistic streak has roots in the Bith's past, when competition between two major corporations got out of hand, resulting in the release of a biological weapon that turned the surface of Clak'dor VII into an ecological wasteland. The survivors consequently sealed their cities in immense domes, while many ambitious Bith left their homeworld to travel the galaxy. During the time of the Clone Wars, the Bith hole up in their domed cities, remaining neutral and trying to ride out the worst of the fighting. Their wholesale return to galactic society does not occur until well into the time of the New Republic.

Bith are highly sought after in a wide variety of fields, including engineering, programming, education, commercial art, and, most importantly, ship design. Music is a vital and revered pursuit in Bith society. Bith musicians are relatively common (and welcome) and can be found playing in extravagant opera houses, seedy cantinas, and everything in between.

Personality: Bith are calm and rational, with a natural talent for technical and intellectual pursuits. Despite (or as a result of) its violent past, Bith culture is pacifistic. Individual Bith, however, run the range of demeanor, but most Bith lean toward using nonaggression to overcome difficulties. All Bith are stimulated by intellectual problems and artistic endeavors.

Physical Description: Bith are humanoid in shape; their most notable features are their bulbous heads and huge black eyes. Their skin is often somewhere between gray and pink, although some Bith have skin tints of yellow or green. They lack an external nose but have a finely tuned sense of smell. Their large eyes give them incredibly focused vision, allowing them to see into the microscopic scale, but in turn, they have poor long-range vision.

Homeworld: Bith originate from Clak'dor VII, a small planet in the Outer Rim that suffered heavily from the effects of biological warfare during a brief civil conflict. The inhabitants now reside in domed cities and rarely venture out of them onto the surface of the planet.

Languages: Bith speak and read Bith. Those who leave the confines of their cities learn Basic as well.

Example Names: Doikk, Figrin, Jinkins, Lirin, Nalan, Tech, Tedn, Thai.



Adventurers: Given their predilection for intellectual and peaceful pursuits, most Bith heroes are nobles. Force-users are uncommon, but some Bith have served with distinction in the Jedi Order over the millennia.

BITH

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/6D
MECHANICAL 2D/5D
PERCEPTION 2D/5D
STRENGTH 1D/2D
TECHNICAL 2D/5D

Special Abilities:

Vision: Bith have the ability to focus on microscopic objects, giving them a +1D to Perception skills involving objects less than 30 centimeters away. However, as a consequence of this, the Bith have become extremely myopic. They suffer a penalty of -1D for any visual-based action more than 20 meters away and cannot see more than 40 meters under any circumstances.

Scent: Bith have well-developed senses of smell, giving them +1D to Perception skills when pertaining to actions and people within three meters.

Manual Dexterity: Although the Bith have low overall Dexterity scores, they do gain +1D to the performance of fine motor skills — picking pockets, surgery, fine tool operation, etc. — but not to gross motor skills such as blaster and dodge.

Move: 5/8

Size: 1.6-1.9 meters tall



BOTHAN

Native to Bothawui, these short, fur-covered humanoids have had hyperspace travel for thousands of years. Bothans use information as a measure of wealth and power, even wielding it as a weapon when necessary. The Bothan SpyNet, one of the largest intelligence agencies during most eras, plays an important role in the Galactic Civil War.

Culturally, Bothans don't believe in direct conflict because it destroys people, material, and even information. They prefer behind-the-scenes manipulation, watching and waiting for information that they can use to gain status and influence. This attitude makes espionage a natural part of their culture. While others often find Bothans to be manipulative and irritating, no one wants to lose access to their SpyNet. As a result, nearly all groups have at least some contact with the Bothans.

Personality: Bothans are curious, manipulative, crafty, suspicious, and even a bit paranoid. They can be irritating, but they are also loyal and brave.

Physical Description: Bothans are covered with fur that ripples in response to their emotional state. They have tapered ears, and both male and female Bothans sport beards. They average about 1.6 meters tall and have a maturity rate and life span slightly greater than Humans.

Homeworld: The industrial world of Bothawui, with various colony worlds throughout the Mid Rim Territories.

Languages: Bothans speak, read, and write Bothese and Basic.

Example Names: Borsk Fey'lya, Karka Kre'fey, Koth Melan, Tav Breil'lya, Tereb Ab'lion.

Adventurers: Bothan adventurers, often SpyNet operatives, engage in daring missions at great personal risk. In addition, many Bothan heroes serve as soldiers, pilots, and diplomats. Their curiosity leads some to be explorers and scouts.

BOTHAN

Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 2D/4D
MECHANICAL 1D/3D
PERCEPTION 3D/5D
STRENGTH 1D+2/3D+2
TECHNICAL 2D/4D+1
Move: 10/12
Size: 1.3-1.8 meters

CAAMASI

The Dark Times were truly the Caamasi's darkest hours. The Caamasi homeworld fell victim to one of the vilest plots of the new Emperor. Only a few months after the end of the Clone Wars, the Empire, with help from internal agents, hammered Caamas in a devastating orbital bombardment. The world was effectively destroyed, along with the vast majority of the Caamasi people. Most of those who survived were off-world at the time. A few would return to investigate rehabilitating the planet, but most relocated to refugee camps on Kerilt, Susevfi, and Alderaan. Kerilt and Alderaan would eventually host large colonies of Caamasi.

All Caamasi can create vivid telepathic memories called *memnii* (singular *memnis*), which can be shared with others of their species and with Jedi who possess at least a rudimentary command of telepathy. A *memnii* is as vivid to the one who receives it as it is to the one who participated in the event remembered. Caamasi are driven to share *memnii* as a form of collected history and ancestral wisdom. After the destruction of Caamas, *memnii* take on even greater importance as the only way for young Caamasi to know their lost homeworld.

Personality: Caamasi possess great moral strength and a deep respect for others. They are artistic, freethinking, gentle, and contemplative. They are also well-known pacifists.

Physical Description: A Caamasi's body is tall, lean, and covered in down. It has long arms with thin, three-fingered hands. The coloration of the downy coat is typically golden with purple rings around the eyes and three matching stripes on the tops of the head that extend to the shoulders. Less common colorations feature radically darker hues in the same patterns.

Homeworlds: The Core World of Caamas, prior to its devastation. The few survivors, along with Caamasi who were off-world at the time, migrated to Kerilt in the Algara system and also

established a large colony on Alderaan (before that planet too was destroyed).

Languages: Caamasi speak, read, and write Caamasi and Basic.

Example Names: Elegos A'Kla, Ylenic Itska, Releqy, Tegas Sulkec, Meqli Likarin.

Adventurers: As pacifists, Caamasi are never soldiers or similarly aggressive character types. Heroic Caamasi are typically in government or business support roles, particularly diplomats. Prior to the rise of the Empire, those extremely rare Caamasi who are strong in the Force might become Jedi diplomats and consulars. During the days of the Empire, Caamasi Force-users concealed their abilities.

CAAMASI

Attribute Dice: 12D
DEXTERITY 1D+2/4D
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/4D
PERCEPTION 2D/4D+2
STRENGTH 1D/3D
TECHNICAL 1D/4D

Special Abilities:

Memory Sharing: Caamasi can store and share memories with others of their species. Force-users can also share memories with Caamasi, though this requires a successful use of either *receptive telepathy* (to receive a memory) or *projective telepathy* (to share a memory).

Wise and Tranquil: Due to their reputation for being peaceful and wise, Caamasi gain a +2 pip bonus to all *bargain* and *persuasion* rolls.

Move: 10/12

Size: 1.6-2.0 meters tall



CATHAR

The Cathar are a proud, passionate, and loyal species of bipedal feline humanoids, well known for their long-standing friendships and ferocity in battle. They dwell in large city-trees, each meticulously carved with friezes depicting the city's heroes and history. The planet Cathar is a wild place, with many ecological niches and huge insect predators. The Cathar easily hold their own, aided by their natural claws and passionate combat ability. Physically, the Cathar vary greatly in size and features. Some are muscular, with pronounced manes and beards, but others have Human-like proportions, with fine, short hair covering their bodies.

Cathar have high moral values, learned from family and society. As such, Force-sensitive Cathar often become Jedi, though they

know the Jedi way to be in direct opposition to their natural instincts. Cathar know all too well the story of Crado's fall to the dark side under Exar Kun. However they might find strength in fact that Crado's mate was able to turn away from the dark path and regain the Jedi way.



How Cathar are viewed in the galaxy depends on the exact time frame of the game. A nonaligned Rim world, Cathar is devastated in the Mandalorian Wars prior to the Mandalorian invasion of the Republic. Remnants of the species flee off world to survive. The extent of the massacre on this remote world remains unknown to the Republic until an expedition led by Revan brings the atrocity to the attention of the galaxy at large, winning him the support of many Jedi. The Cathar begin resettling their planet after the Mandalorian Wars, working to rebuild their society. Cathar survivors find sympathy on Republic worlds after Revan's discovery, but many are too proud to use defeat to their advantage. Prior to the battle, the Cathar are treated as any other species in the galaxy.

Personality: Cathar are moral and passionate creatures with strong ties to tradition and family. They have great passion in all emotions, with love and hate holding equal strength. Despite their reputation, Cathar are even-tempered, but do not hesitate to act when needed.

Physical Description: Cathar have leonine features, the distinctiveness of which varies by individual. Males have large manes, short beards, and tusks jutting from the lower jaw. Females have smaller manes but impressive fangs along the upper jaw. Cathar coloration ranges from light yellow to dark beige, sometimes accented with dark stripes.

Homeworld: Prior to the Battle of Cathar, most hail from their Cathar itself. After the battle, Cathar find refuge on most any Republic world.

Languages: Cathar speak Catharese and Basic, using low growls and similar sounds to emphasize their point.

Example Names: Crado, Elashi, Feeth, Ferroh, Juhani, Larducias, Marn-shara, Nodon, Nonak, Stragos, Sulvar, Tinisho.

Adventurers: Cathar adventurers can be of any background. Force-sensitive Cathar often become Jedi. Cathar smugglers, pirates, and bounty hunters are relatively rare, for even they cannot escape their own instinctive morals.

CATHAR

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 1D/4D
TECHNICAL 1D/3D+2
Special Abilities:

Claws: Cathar have claws that do STR+1D damage.

Move: 12/14

Size: 1.6–1.8 meters tall

CEREANS

Cereans are a sophisticated and cultured humanoid species native to Cerea, a world on the fringes of known space. Their elongated heads distinguish them from most other humanoid species.

Cereans established contact with the rest of the galaxy shortly before the Galactic Republic was transformed into the Empire, swiftly gaining fame as expert astrogators, cryptographers, and economists. Few patterns or trends escape the notice of a Cerean.

Cerean society is matriarchal, and the Cerean culture's traditional values emphasize living in harmony with nature and minimizing any impact on the environment from technology. The peaceful philosophies of the Jedi appeal to Cereans, and many join the Order.

Personality: Cereans tend to be calm, rational, and extremely logical.

Physical Description: Cereans average about 2 meters tall, with elongated craniums housing binar brains. They have a maturity rate and life span similar to those of Humans.

Homeworld: The blissful planet Cerea.

Languages: Cereans speak, read, and write Cerean & Basic.

Example Names: Ki-Adi, So Leet, Sylvn, Ti-Dal, Maj-Odo.

Adventurers: Cereans who become adventurers do so in spite of their peaceful traditions. Still, when a cause or situation leads down this path, a Cerean tries to keep these traditions intact, avoiding aggression when possible. The binary brain allows a Cerean to constantly weigh both sides in any disagreement and give two points of view equal consideration. This ability extends even to issues surrounding the Force, and a Cerean Force-user often contemplates the light side and the dark side simultaneously.

CEREAN

Attribute Dice: 12D
DEXTERITY 1D/3D+1
KNOWLEDGE 2D/4D+2
MECHANICAL 1D/3D+2
PERCEPTION 1D+2/4D+1
STRENGTH 1D+1/4D
TECHNICAL 1D+1/4D

Special Abilities:

Initiative Bonus: Due to outstanding cognitive speed, Cereans gain a +1D bonus to all initiative rolls.

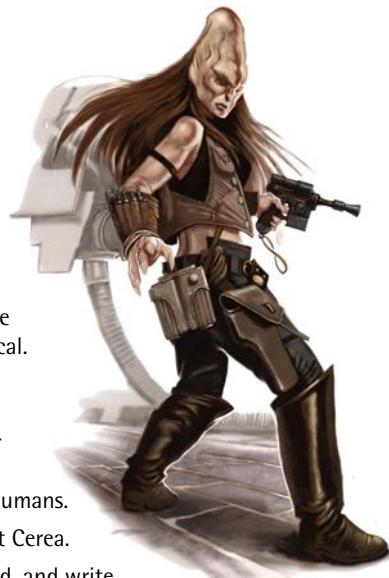
Dual Hearts: Cereans can function with only one of these hearts, but the demands placed on their circulatory system by their binary brains are no laughing matter. A Cerean reduced to functioning on only one heart must sleep 2/3 of a given day to maintain his mental performance.

Move: 11/12

Size: 1.8–2.2 m

CHADRA-FAN

Known for being among the most cheerful and friendliest beings of the galaxy, the Chadra-Fan are found in many places. On their native world, hurricanes and tsunamis frequently wipe out their homes, so the Chadra-Fan have developed an intense fear of water and choose new homes on arid planets. This experience with frequent destruction also leads them to regard few things as being truly permanent. Chadra-Fan embrace the moment and enjoy themselves as much as they can, living with a contagious zest for life.



Chadra-Fan are notorious for their love of tinkering, frequently disassembling and reassembling unattended devices into something different. Chadra-Fan find work in industrial research, and conventionally trained engineers attempt to duplicate Chadra-Fan creations.

Personality: Gregarious, exuberant, and outgoing to a fault, Chadra-Fan are not picky when it comes to friends and frequently suffer from depression if left alone for extended periods of time. They are inquisitive, particularly about machinery, and are hard pressed to restrain the urge to tinker with any device within reach.

Physical Description: No more than a meter tall, with flat noses and round, dark eyes, Chadra-Fan are covered in fur everywhere except for their fingers, toes, and large ears.

Homeworld: The Chadra-Fan are native to Chad, a world located in the region of the Outer Rim known as the Slice. Covered with extensive marshes and bayous, the planet has nine moons, which give the world a complex tidal cycle.

Languages: The Chadra-Fan language sounds substantially different from Basic, so those Chadra-Fan who speak Basic do so with a very squeaky tone.

Example Names: Fandar, Gudb, Kabe, T'achak T'andar, Tekli, Tutti Snibit.

Adventurers: Chadra-Fan are often found to be spacefarers. They are drawn to smuggling and scouting trades, which better enable them to indulge their boundless curiosity.

CHADRA-FAN

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 2D+1/4D+1

PERCEPTION 2D/5D

STRENGTH 1D/2D+1

TECHNICAL 2D/4D

Special Abilities:

Sight: The Chadra-Fan have the ability to see in the infrared and ultraviolet ranges, allowing them to see in all conditions short of absolute darkness.

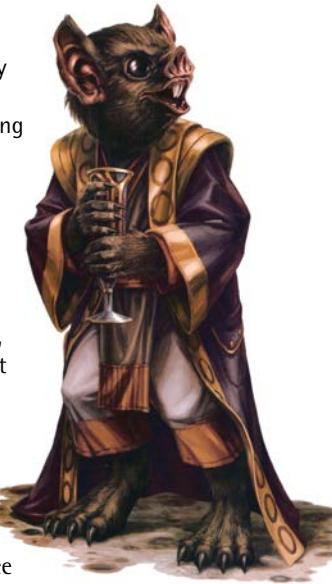
Smell: The Chadra-Fan have extremely sensitive smelling which gives them a +2D bonus to their search skill.

Story Factors:

Tinkerers: Any mechanical device left within reach of a Chadra-Fan has the potential to be disassembled and then reconstructed. However, it is not likely that the reconstructed device will have the same function as the original. Most droids will develop a pathological fear of Chadra-Fan.

Move: 5/7

Size: 1 meter tall



CHISS

Originating on the cold world of Csilla in the Unknown Regions, the Chiss were largely unknown to the greater galactic community until five years after the Battle of Yavin, when a Chiss known as Grand Admiral Thrawn rallied the Imperial remnants and went to war against the New Republic. Even then, the Chiss remained an enigmatic, secretive species. Their origins are largely unknown, even to the Chiss themselves, though some scientists believe they are descended from an isolated human colony lost to time.

The Chiss are technologically advanced, keenly interested in art and science, and skilled at mathematics.

Though logical in their mindset, they are also appreciative of philosophy and interested in other cultures. Given their xenophobic tendencies, it comes as no surprise that the Chiss use their understanding of non-Chiss cultures to gain a tactical advantage over potential adversaries.

Chiss society is highly ordered and structured. Rule of law is controlled and enforced by a small number of ruling "families." These ruling families, also known as clans or houses, are more akin to different branches of government than to actual familial units. As a rule, a Chiss will never knowingly do anything to bring shame upon his or her family, for entire lines have been exiled for the actions of a single family member.

The culture of the Chiss is based on a strict code of conduct. As a rule, they do not attack an enemy unless they are attacked first. Thrawn ignores this imperative when he seizes control of the Imperial remnant, and consequently he is exiled from his people. Although most Chiss are peaceful, once embroiled in military conflict, they do not relent until their enemy is either totally destroyed or completely subjugated.

Personality: Many of the galaxy's perceptions of the Chiss and how they behave is initially based on the personality of Grand Admiral Thrawn. As the years pass, it becomes increasingly obvious that all Chiss are individuals, and that Thrawn was an exceptional member of his species in a number of ways. As such, the impression of the Chiss held by the galaxy at large is that they are arrogant, aloof, and calculating individuals. While this may be true in some instances, Chiss personalities are as varied as those of any other species. In general, they tend to be well-educated, artistic, and cautious in their dealings with strangers.

Physical Description: Chiss have deep blue skin and red glowing eyes. The shade of their skin and the crimson of their eyes deepens with the amount of oxygen in the atmosphere that they breathe. They tend to have black hair, though some individuals, especially female Chiss, develop gray hair as they age.

Homeworld: The frigid world of Csilla, in the Unknown Regions.



Languages: Cheunh is the complex and nuance-laden language of the Chiss. Most non-Chiss have difficulty learning the intricacies of Cheunh. Chiss, on the other hand, have little difficulty mastering Basic, but most of them are unfamiliar with it.

Example Names: Chiss traditionally have long, tripartite names. When dealing with non-Chiss, these names are abbreviated. Examples of abbreviated Chiss names include Drel, Prakk, Karyce, Lev, Sorn, Szardra, Thrawn, Voss, and Zilvad.

Adventurers: Their keen mental acuity allows the Chiss to excel at nearly any occupation they choose to pursue. However, there are no known Chiss Jedi, and it is currently unknown whether Chiss society is home to any Force traditions.

CHISS

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions. The gamemaster should allow Chiss characters to make the appropriate Perception-based skill checks at a lower difficulty than normal human characters.

Skill Bonuses: At the time of character creation only, Chiss characters gain 2D for every one die they assign to the *tactics*, *command*, and *scholar: art* skills.

Tactics: Chiss characters receive a permanent +1D bonus to all *tactics* skill rolls.

Move: 10/12

Size: 1.6 to 2.1 meters tall.

DEFEL

Defel come from the high-gravity world of Af'El, which orbits the super-giant Ka'Dedus. The planet is unusual in that the atmosphere absorbs all light except that in the ultraviolet spectrum. The Defel, along with every other animal on the planet, have evolved to see perfectly well in ultraviolet, but they are completely blind when exposed to other wavelengths of light. Defel that leave their homeworld must wear special visors that allow them to see. This evolution also had an interesting effect on Defel fur, making the creatures effectively invisible in the normal light in which most other species operate. This near-invisibility has earned the Defel the nickname "wraiths" because in visible light, they appear as nothing more than vague shadows.

Due to the crushing gravity and harsh seasons of their homeworld, Defel bind together into close-knit communities to survive. However, they also possess a strong streak of independence in personal matters. They are tough, resilient creatures with a



deep and complex sense of honor, especially toward their families and patrons. Their cities are built underground, and Defel are accomplished miners and metallurgists — one of the reasons that outsiders contacted them in the first place. Af'El is one of the few planets blessed with large quantities of meleenium, a primary component in the manufacturing of durasteel.

Most Defel are content to remain in the safety of their underground cities, and the planet's tortuous gravity and harsh conditions mean that it has few visitors. Defel that leave Af'El are drawn toward professions that take advantage of their natural stealth and invisibility, such as thief, assassin, scout, and bodyguard. Most of the galaxy's inhabitants believe that the Defel are only characters from stories—invisible demons that lurk in the shadows.

Personality: Defel love independence and freedom. They are a proud people with a strong sense of self, almost to the point of stubbornness. Defel are loyal to friends, family, and employers, but they are not always trustworthy in the conventional sense. They like to work in secrecy and rely on conniving and manipulation to get their way with other species.

Physical Description: Defel are a short, mammalian species with canine-like faces and sharp white teeth. Their arms and legs are relatively long for their frames and end in sharp talons that are used for digging and scratching rather than combat. Most importantly, their special fur renders them nearly invisible in normal light, making a Defel appear to be little more than a patch of shadow. In ultraviolet light, however, Defel appear in bright, vibrant colors ranging from golden to a brilliant azure. Defel are effectively blind in normal light and must wear special visors to see when away from their planet.

Homeworld: Defel come from the planet Af'El, which orbits the super-giant Ka'Dedus in the Outer Rim. The world receives few visitors because of its high gravity and its unusual atmosphere that blocks all but ultraviolet light.

Languages: Defel speak and read Defel. Adventurous Defel that leave the homeworld learn Basic.

Example Names: Arleil, Klaar, Morr, Defeen, Thar'quan, Vox.

Adventurers: The few Defel that leave the gravity well of their home planet take advantage of their stealthy and elusive nature, and most become some kind of scoundrel or scout. Their keen intellect also means that some Defel become nobles. Defel Jedi are almost unheard of.

DEFEL

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D

PERCEPTION 2D/4D

STRENGTH 3D/4D+1

TECHNICAL 1D/3D

Special Skills:

Dexterity Skills:

Blind Fighting: Time to use: one round. Defel can use this skill instead of their *brawling* or *melee combat* skills when deprived of their sight visors or otherwise rendered blind. *Blind fighting* teaches the Defel to use its senses of smell and hearing to overcome any blindness penalties.

Special Abilities:

Invisibility: Defel receive a +3D bonus when using the *sneak* skill.

Claws: The claws of the Defel can inflict STR+2D damage.

Light Blind: Defel eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

Story Factors:

Reputation: Defel are considered to be a myth by most of the galaxy – therefore, when they are encountered, they are often thought to be supernatural beings. Most Defel in the galaxy enjoy taking advantage of this perception.

Overconfidence: Most Defel are comfortable knowing that, if they wish to hide, no one will be able to spot them. They often ignore surveillance equipment and characters who might have special perception abilities when they should not.

Move: 10/13

Size: 1.1–1.5 meters tall



DEVARONIAN

Devaronians are among the first species in the galaxy to develop interstellar travel, and the males of the species have been common sights in spaceports throughout the galaxy for thousands of years. After reaching middle age, Devaronian males are driven by an urge to wander. As such, they are often found traveling the galaxy as tramp freighter captains and scouts. Female Devaronians, on the other hand, are content to remain in a single location, and as such, raise the young and run the government of Devaron. The males send as much money as they can back to their families on Devaron, but they seldom return to the homeworld. The females are content with this arrangement, as they tend to view the restless males as disruptive to home life.

Personality: Devaronian males are bold, daring, bull-headed, rash, terse, unscrupulous, and stingy with their credits. They love being the masters of their own destinies. Female Devaronians are generally bright, wise, scrupulous, and sharp-tongued.

Physical Description: Devaronian males are hairless with red-tinted skin, sharp incisors, and a pair of large horns growing from their foreheads. Their appearance is not unlike the devils of a thousand myths. Female Devaronians are covered in thick fur that ranges in color from brown to white. Females are hornless and have prominent canine teeth.

Homeworld: Devaron, a world of low mountains and deep valleys linked by thousands of rivers.

Languages: Devaronians speak and read Devaronese and Basic. Their speech is guttural, and full of snarling consonants.

Example Names: Dmaynel Kiph, Elassar Targon, Jubal, Kapp Dendo, Tyrn Jiton, Lak Jit, Oxbel, Saricia, Sires Vant, Trynic, Ulicx Vinaq, Vilmarh Grahk.

Adventurers: Male Devaronian heroes tend to be scoundrels or scouts. Invariably, they are found in occupations that allow them freedom to travel whenever and wherever they wish. Due to the oppressive nature of the Empire, many Devaronian males

joined the Rebellion – not because of politics, but because they were annoyed that their freedom to travel was being curtailed.

Noteworthy female Devaronians on their homeworld tend to avoid the militaristic and adventurous careers. However, any female Devaronian hero found elsewhere is already an exceptional individual who has decided to challenge the traditions of her culture.

■ DEVARONIAN

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 1D/3D+2

PERCEPTION 2D/4D+2

STRENGTH 2D/4D

TECHNICAL 1D/3D

Story Factors:

Wanderlust: Devaronian males do not like to stay in one place for any extended period of time. Usually, the first opportunity that they get to move on, they take.

Move: 8/10

Size: 1.7–1.9 meters tall

DUG

Dugs are an arboreal species from the Republic world of Malastare. They are strong and agile for their size, and climb and jump exceptionally well. Dugs unwillingly share their homeworld with the Gran, who established trade colonies on Malastare in 8,000 BBY. The Dugs fought a long, intense war against the Gran. Eventually the Republic intervened and sided with the Gran, negotiating a truce that essentially demilitarized the Dugs.

In response to their marginalization, the Dugs developed a culture based, in large part, on self-pity. They are self-congratulatory to a fault, and every Dug claims at least one celebrated hero or martyr in his family tree. Beads, worn on their ear fins, represent these purported patriots and their stories of heroism. To question the legitimacy of a Dug's collection of martyr beads is a grave insult that can be retracted only by the death of the offending party.

Personality: The Dugs' reputation for violence and bullying is well-deserved. As a species, they are adversarial, preferring to solve problems through intimidation and hostile acts. They consider themselves to be beleaguered warriors, underdogs who must fight against the rest of the universe for what is rightfully theirs. Despite their best efforts, the Dugs are continually mired in defeat. They tend to be xenophobic, and this fear of outsiders often manifests as blatant bigotry.

Physical Description: Dugs are vaguely humanoid, in that they possess a torso, two legs, and two arms. The positions of their limbs are reversed, however, so that they use their upper limbs for walking and their lower limbs to manipulate objects.



They have brown skin, floppy ear flaps, and large mouths filled with broad, flat teeth. Male Dugs possess a flap of skin on their throats that can be inflated and used to produce mating calls during the appropriate season.

Homeworld: Malastare.

Languages: Dug and sometimes Basic.

Example Names: Drodwa, Flugello, Flugo, Gorlok, Langro Dis, Luvagwa, Pugwis, Reudulga, Sebulba, Sloor.

Adventurers: Dugs are drawn to occupations that involve skulduggery and violence, and they make exceptional smugglers, gamblers, scouts, and soldiers. The typical Dug does not possess the mental acuity or patience required to become a Jedi.

DUG

Attribute Dice: 12D

DEXTERITY 2D/4D+2

KNOWLEDGE 1D/3D+2

MECHANICAL 1D+2/4D+1

PERCEPTION 1D/3D+2

STRENGTH 1D+1/4D

TECHNICAL 1D/3D+2

Special Abilities:

Climbing/Jumping Bonus: Due to their physiology, Dugs gain a +1D bonus to their climbing/jumping skill.

Shout: Dugs can issue forth a deep bellow which can be heard up to 3 kilometers away.

Story Factors:

Reputation: Dugs are known as bullies and thugs by most other sentient species, and are almost universally disliked by non-Dugs. Many crimelords, however, employ them as assassins and henchmen.

Move: 6/8

Size: 1.2 m



DUROS

Tall, hairless humanoids from the Duro system, Duros were one of the first species to become a major influence in the Galactic Republic, and many respected scholars credited the Duros with creating the first hyperdrive. The Duros have a natural affinity for space travel, possessing an innate grasp of the mathematical underpinnings of astrogational computations. Many tales are swapped in cantinas about Duros astrogators calculating the coordinates for supposedly impossible jumps in their heads. Although not as numerous as Humans, the Duros are almost as omnipresent; all but the smallest settlements in known space feature Duros populations. The Duros species has existed on other worlds in isolation from the rest of their kind, evolving in slight different directions from the baseline species.

Personality: A Duros tends to be intense and adventurous, always seeking to learn what's at the end of the next hyperspace jump. They are a proud, self-sufficient, fun-loving people who also have a tendency toward gregariousness.

Physical Description: Duros average about 1.8 meters tall. They are hairless, with large eyes and wide, lipless mouths. Skin color ranges from blue-gray to deep azure.

Homeworld: The orbiting cities of the Duro system.

Languages: Duros speak and are literate in Durese and Basic.

Example Names: Baniss Keeg, Ellor, Kadlo, Kir Vantai, Lai Nootka, Monnda Teppo.

Adventurers: Duros adventurers include hyperspace explorers, star charters, and spacers of all descriptions. They also tend to gravitate toward the sciences, including engineering and astrogation. Some Duros shun exploration in favor of smuggling and trading, and a small number go into diplomatic professions.

DUROS

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D+1/2D+2

MECHANICAL 2D/4D+2

PERCEPTION 1D/3D

STRENGTH 1D/3D

TECHNICAL 1D+2/4D

Special Abilities:

Starship Intuition: Duros are, by their nature, extremely skilled starship pilots and navigators. When a Duros character is generated, 1D (no more) may be placed in the following skills, for which the character receives 2D of ability: *archaic starship piloting, astrogation, capital ship gunnery, capital ship shields, sensors, space transports, starfighter piloting, starship gunnery, and starship shields*. This bonus also applies to any specializations. If the character wishes to have more than 2D in the skill listed, then the skill costs are normal from there on.

Move: 10/12

Size: 1.8-2.2 meters tall



EWOK

Intelligent omnivores native to one of the moons orbiting Endor, Ewoks are almost unknown prior to the Battle of Endor. Ewoks live in tree-dwelling tribes with gender-based division of labor; males hunt, forage, and make weapons, while females raise young and handle other domestic tasks. Ewok culture revolves around complex animistic beliefs involving the giant trees of the forest moon.

Although technologically primitive, Ewoks are clever, inquisitive, and inventive. Skittish and wary when first introduced to machines, their curiosity soon overcomes fear.

Personality: Ewoks tend to be curious, superstitious, and courageous, though they can be fearful around things that are strange and new.

Physical Description: Ewoks average about 1 meter tall. Their fur color and pattern varies widely.

Homeworld: The forest moon of Endor.

Languages: Ewoks speak Ewokese. They have no written form of their language. They can learn to speak Basic.

Example Names: Asha, Chirpa, Deej, Kneesaa, Latara, Logray, Malani, Nippet, Paploo, Shodu, Teebo, Wicket, Wiley.

Adventurers: An Ewok adventurer may be motivated by a love of excitement, a natural inquisitiveness, or a warrior's quest. Collecting powerful "magic" items from fallen opponents is sure way to earn the respect of the tribe.

■ EWOK

Attribute Dice: 12D

DEXTERITY 1D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 2D/4D+2

STRENGTH 1D/3D

TECHNICAL 1D/2D+2

Special Skills:

Dexterity skills:

Thrown weapons: bow, rocks, sling, spear: Time to use: one round. The character may take the base skill and/or any of the specializations.

Mechanical skills:

Glider: Time to use: one round. The ability to pilot gliders.

Technical skills:

Primitive construction: Time to use: one hour for gliders and rope bridges; several hours for small structures, catapults and similar constructs. This is the ability to build structures out of wood, vines and other natural materials with only primitive tools. This skill is good for building sturdy houses, vine bridges and rock-hurling catapults (2D, speeder-scale damage).

Special Abilities:

Skill bonus: At the time the character is created only, the character gets 2D for every 1D placed in the *hide, search* and *sneak* skills.

Skill limits: Beginning characters may not place any skill dice in any vehicle (other than *glider*) or starship operations or repair skills.

Smell: Ewoks have a highly developed sense of smell, getting a +1D to their *search* skill when tracking by scent. This ability may not be improved.

Story Factors:

Protectiveness: Most human adults will feel unusually protective of Ewoks, wanting to defend them like young children. Because of this, humans can also be very condescending to Ewoks. Ewoks, however, are mature and inquisitive – and unusually tolerant of the human attitude.

Move: 7/9

Size: 1 meter tall

FALLEEN

Of all the species to populate the galaxy, none are better known for their intoxicating appearance than the Falleen. An exotic reptilian people, they are favored for their chiseled physiques and entrancing features. These qualities alone would solidify their place among the more handsome species, but their pheromones make them irresistible to other species.

Their gifts and allure enable the Falleen to move through other cultures with ease, but despite their advantages, Falleen prefer to remain mysterious, withdrawing to their own world in their own system. They do not lack the technology or wherewithal to venture out into the stars, but their cultural predilections make such ventures undesirable. The Falleen regard themselves and their civilization to be among the greatest in the galaxy, and looking beyond their world, they find only chaos

and strife – the products of crudity and backward beings. Associations with other species, therefore, are risky to the Falleen and are approached with caution.

Falleen culture reinforces the sense of superiority that pervades this species. Their rigid caste society confines them to societal roles and provides stability and a sense of purpose. Other systems are far looser, with little to no regard for quality of birth or station. Rather than contaminate themselves and endanger their social system, the Falleen are content to remain apart from the rest of the galaxy.



Personality: Falleen are notoriously sparse with words, reticent to the point of being withdrawn. Falleen believe emotional displays are unsophisticated. Therefore, they work to control their moods and expressions, deeply burying the wellspring of feelings that boil within.

Physical Description: The Falleen are a reptilian species that have a similar shape and size to Humans. Delicate blue-green scales, supple and flexible, cover their bodies, growing thicker and harder where they cover their spines. Falleen can and do grow hair, and for many, their hair is a point of pride. They wear their black tresses long, pulled up into topknots or back in elaborate braids. Some adorn their hair with combs, beads, and ornate nets made of priceless wire and gemstones.

Homeworld: The Falleen hail from a world of the same name in the Mid Rim.

Languages: Base and Falleen.

Example Names: Savan, Xad, Xist, Xizor, Xora, Zule, Zurros.

Adventurers: Falleen adventurers are privileged youth, the scions of the wealthy and powerful. It is customary on Falleen for young adults to embark on pilgrimages into the galaxy to explore and learn about other cultures. During this time, the Falleen pilgrims are expected to engage other cultures, finding their failings and successes. When the Falleen comes of age and claims her place at the head of her people, she can use her experiences to better rule her subjects.

■ FALLEEN

Attribute Dice: 13D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+2

STRENGTH 2D+1/4D+2

TECHNICAL 2D/4D

Special Abilities:

Attraction Pheromones: Exuding special pheromones and changing skin color to affect others gives Falleen a +1D to their *persuasion* skill, with an additional +1D for each hour of continuous preparation and meditation to enhance efforts – the bonus may total no more than +3D for any one skill attempt, and the attempt must be made within one hour of completing meditation.

Amphibious: Falleen can "breathe" water for up to 12 hours. They receive a +1D to any swimming skill rolls.

Story Factors:

Rare: Falleen are rarely seen throughout the galaxy since the Imperial blockade in their system severely limited travel to and from their homeworld.

Move: 9/12

Size: 1.7-2.4 meters

GAMORREAN

Gamorreans are green-skinned, porcine creatures from native to Gamorr. Their tendency toward violence makes them valued as criminal enforcers; though viewed as mindless brutes, they don't care so long as they are paid to fight.

Gamorean civilization revolves around the never-ending wars between their clans. Preferring large melee weapons in combat, many see ranged weapons as cowardly. Males live to fight; females farm, hunt, and manufacture weapons. Inter-clan hatred rarely fades, and anyone hiring Gamorreans should be aware of their clans to avoid infighting.

Personality: Gamorreans are brutish, violent, and proud. They respect physical prowess and have no problem facing death against a foe they feel they are on at least equal footing with.

Physical Description: Gamorreans average about 1.5 meters tall, with thick green skin covering powerful muscles. Close-set eyes, a thick snout, tusks, and small horns give them a distinct look.

Homeworld: The pre-industrial world of Gamorr.

Languages: Gamorreans speak Gamorean. They have no written version of the language. They can learn to understand but not speak other languages.

Example Names: Gartogg, Jubnuk, Ortugg, Ugmush, Venorra, Warlug .

Adventurers: Some Gamorreans leave their homeworld as slaves but later escape or buyout their contracts. Others sell their contracts, finding employment as bodyguards or enforcers. A Gamorean is constantly at war; it's only a matter of figuring out who the enemy is.



GAMORREAN

Attribute Dice: 11D

DEXTERITY 2D/4D

KNOWLEDGE 1D/2D

MECHANICAL 1D/1D+2

PERCEPTION 1D/3D

STRENGTH 3D/5D

TECHNICAL 1D/1D+2

Special Abilities:

Voice Box: Due to their unusual voice apparatus, Gamorreans are unable to pronounce Basic, although they can understand it perfectly well.

Stamina: Gamorreans have great stamina – whenever asked to make a **stamina** check, if they fail the first check, they may immediately make a second check to succeed.

Skill Bonus: At the time the character is created only, the character gets 2D for every 1D placed in the *melee weapons*, *brawling* and *thrown weapons* skills.

Story Factors:

Droid Hate: Most Gamorreans hate droids and other mechanical beings. During each scene in which a Gamorean player character needlessly demolishes a droid (provided the gamemaster and other players consider the scene amusing), the character should receive an extra Character Point.

Reputation: Gamorreans are widely regarded as primitive, brutal and mindless. Gamorreans who attempt to show intelligent thought and manners will often be disregarded and ridiculed by fellow Gamorreans.

Slavery: Most Gamorreans who left Gamorr did so by being sold into slavery by their clans.

Move: 7/10

Size: 1.3-1.8 meters tall

GAND

A strange species of insect creatures, the Gand have evolved in response to the toxic atmosphere of their homeworld. In fact, two distinct types of Gand exist. The more common has features typical of other species – lungs and the usual assortment of internal organs. The other type – rarely found outside Gand – has no lungs, and takes in the nutrients it needs through the materials it consumes.

Since the Gand cannot tolerate other atmospheres, and outsiders cannot breathe Gand's atmosphere, the species of this far-flung world developed without outside interference, resulting in a rich culture with peculiarities. The most notable aspect of the Gand is their lack of individual identity. A Gand must earn his name, his place, and his uniqueness through personal accomplishments. As such, the lowest Gand see themselves as nothing more than aspects of the same whole.

The Gand rarely permit non-Gand onto their world. Insular to the point of xenophobia, Gand have learned what can happen to the delicate balance of their society when they allow offworlders to pollute their people with ideas of independence and self-worth. The closest most ever come to the planet's surface are orbiting space stations, the principle hubs of Gand trade and commerce.

Personality: Gand seem humble, soft-spoken and self-deprecating. Until a Gand has achieved something of import, it refers to itself as simply "Gand." As the Gand achieves more accomplishments, it earns its identity, moving from the third person to the first person and eventually gaining a name. If a Gand missteps or fails, it will likely demote itself until it repairs the damage to its character.



Physical Description: Short, stocky, and fleshy in appearance. Gands have three fingers on each hand, and their faces are lumpy and unsettling. Gands have large, multifaceted eyes that betray little emotion. All Gands encountered off-world use a special breathing apparatus that fits snugly into their facial orifice.

Homeworld: Gands come from the poisonous world of Gandy.

Languages: Gands lack the organs to speak any language other than Gandy, and therefore, rely on transliterators to communicate in other tongues.

Example Names: Muulish, Gore, Shoolush, Vaabesh, Zaabahn, Zuckuss.

Adventurers: Gands leave their homeworld for a variety of reasons, usually as exiles, driven forth from their worlds and condemned to wander. Others occupy a singularly unique role as mystic hunters called Findsman. Walking the path of truth, as they see it, they explore the galaxy, taking work as guardians, soldiers, and more commonly, as bounty hunters.

GAND

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D/4D+2

STRENGTH 2D/5D

TECHNICAL 1D/4D+2

Special Abilities:

Ammonia Breathers: Most Gands do not respire. However, there is a small number of Gands that are of older evolutionary stock and do respire in the traditional sense. These Gands are ammonia breathers and find other gases toxic to their respiratory system — including oxygen.

Exoskeleton: The ceremonial chemical baths of some findsman initiations promote the growth of pronounced knobs on a Gandy's exoskeleton. The knobs on a Gandy's arms or legs can be used as rough, serrated weapons in close-quarter combat and will do STR+1 damage when brawling.

Eye Shielding: Most Gands have a double layer of eye shielding. The first layer is composed of a transparent keratin-like substance; the Gandy suffers no adverse effects from sandstorms or conditions with other airborne debris. The Gandy's second layer of eye protection is an exceptionally durable chitin that can endure substantial punishment. For calculating damage, this outer layer has the same Strength as the character.

Findsman Ceremonies: Gands use elaborate and arcane rituals to find prey. Whenever a Gandy uses a ritual (which takes at least three hours) he gains a +2D to track a target.

Mist Vision: Having evolved on a mist-enshrouded world, Gands receive a +2D advantage to Perception and relevant skills in environments obscured by smoke, fog, or other gases.

Natural Armor: Gands have limited clavicle armor about their shoulders and neck, which provides +2 physical protection to that region (they are immune to nerve or pressure point strikes to the neck or shoulders.)

Regeneration: Many Gands — particularly those who have remained on their homeworld or are of one of the very traditional sects — can regenerate lost limbs. Once a day, a Gandy must make a Strength or stamina roll: a Very Difficult roll results in 20 percent regeneration; a Difficult roll will result in 10 percent regeneration; a Moderate roll will not assist a Gandy's accelerated healing process, and the character must wait until the next day to roll.

Reserve Sleep: Most Gands need only a fraction of the sleep most living beings require. They can "store" sleep for times when being unconscious is not desirable. As such, the Gandy need not make

stamina rolls with the same frequency as most characters for purposes of determining the effects of sleep-deprivation. Unless otherwise stated, this is an assumed trait in a Gandy.

Ultraviolet Vision: Gands can see in the ultraviolet color spectrum.

Story Factors:

Martial Arts: Some Gands are trained in a specialized form of combat developed by a band of findsman centuries ago. The tenets of the art are complex and misunderstood, but the few that have been described. Two techniques are described below. There are believed to be many more.

"Piercing Touch" Description: The findsman can use his chitinous fist to puncture highly durable substances and materials. Difficulty: Very Difficult Effect: If the character rolls successfully (and is not parried or dodged), the strike does STR+2D damage and can penetrate bone, chitin, and assorted armors.

"Striking Mist" Description: The findsman can sneak close enough to an opponent to prevent the victim from dodging or parrying the blow. Difficulty: Difficult Effect: If the character rolls successfully, and rolls a successful *sneak* versus his opponent's *Perception*, the findsman's strike cannot be dodged or parried. The Gandy must declare whether they are striking to injure or immobilize the victim prior to making the attempt.

Move: 10/12

Size: 1.6-1.9 meters

GEONOSIAN

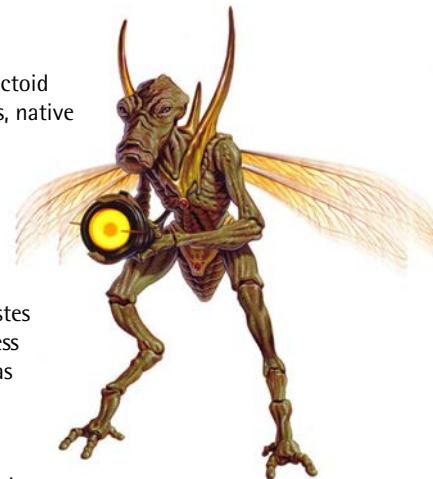
Geonosians are an insectoid species divided into castes, native to the harsh rocky world of Geonosis. Geonosians construct immense, organic-looking spires within which reside their hive colonies.

There are two main castes of Geonosians: the wingless drones that mostly work as laborers, and the winged aristocrat, which includes royal warriors serving as scouts and providing security

to the hive. Though labeled "warriors," Geonosians do not have a standing military. They instead use their droid foundries to build armies for corporate interests wealthy enough to afford them — entities such as the Trade Federation and the Techno Union. Despite relatively simple minds, the Geonosians are adept at mechanical construction, and are contractors to many of the galaxy's biggest manufacturing concerns. They are responsible for the construction of some of the largest feats of engineering ever witnessed.

Geonosian society exists for the benefit of the few in the upper caste. Ruling members think nothing of forcing thousands of workers to labor for their whims. They have overseen the creation of the spectacular architectural realm in which they all live, adapting forms they once built by instinct into more refined, spire-like structures.

Their caste system has evolved over millennia. Geonosians are born into specific castes divided along the lines of their physical attributes. Though most Geonosians are content to live within their assigned castes, a few develop ambition and aspire to ascend socially. The aristocrats are brutal in their management of the workers, forcing them to toil under harsh conditions regardless of any dangers.



Personality: The hardships of the native environment coupled with rigid structure codified in their caste society has fostered a barbaric side to the Geonosians. Their simple minds view brutal violence as entertainment, and Geonosians congregate in massive execution arenas to watch victims doomed to die by being subjected to savage creatures.

Physical Description: Geonosians are strong despite their thin builds. Their tough exoskeletons provide protection from physical impacts, and from bouts of radiation that occasionally shower their world.

Homeworld: The world of Geonosis.

Languages: Geonosians speak Geonosian, a strange clicking language. Aristocrat Geonosians often understand Basic Fluently, some even speak it.

Example Names: Gizor Dellso, Sun Fac, Karina the Great, Poggle the Lesser, Ikvizl, Bogg, Tookra, Gorgt, Hadiss the Vaulted.

Adventurers: Even those with the capacity to depart rarely leave Geonosis. The importance of the hive is strongly ingrained in the Geonosian mind, and they are, as a whole, contemptuous of other species. The few that have ventured off world usually do so as work groups that ultimately benefit their home hives. Geonosian contractors can be found at Baktoid Combat Automata plants across the Rim.

■ GEONOSIAN WORKER

Attribute Dice: 11D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 1D/3D+2
STRENGTH 2D/4D+1
TECHNICAL 1D/4D
Move: 10/12
Size: 1.6 meters tall

■ GEONOSIAN ARISTOCRAT

Attribute Dice: 12D
DEXTERITY 2D/4D+2
KNOWLEDGE 1D/4D
MECHANICAL 1D/3D+2
PERCEPTION 1D+2/4D+1
STRENGTH 1D/3D+1
TECHNICAL 1D+1/4D

Special Abilities:

Flight: Geonosian aristocrats have wings, and are able to fly.
Natural Armor: Due to their thick chitinous shells, Geonosian aristocrats gain a +2 pip bonus to Strength rolls made to resist any form of damage.
Radiation Resistance: Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.

Story Factors:

Caste-Driven Society: Geonosians are born into a caste-dominated society. Any Geonosian worker who wishes to leave the toils of his caste may do so by participating in gladiatorial combat, but at the very real risk of death. Geonosian aristocrats hold the power within their society, while the workers are considered more or less expendable.

Move: 10/12 (walk), 16 (flight)
Size: 1.7 meters tall

GIVIN

Even with the diversity of species in the galaxy, the Givin often manage to shock or at least cause unease in most humanoids, since they greatly resemble walking skeletons. However, Givin are universally sought after as starship builders and engineers, both for their mathematically inclined minds and for their unique physiology that allows them to survive in complete vacuum.

Mathematics permeates every aspect of Givin society, so much so that even their language is infused with such concepts. Givin children start training early, preparing their minds to handle incredibly complex equations. Rigorous competitions determine the best and the brightest students, who are sent to monasteries where they spend their lives in deep contemplation, attempting to unravel the mysteries of life through formula and mathematics.



The shipyards that circle Yag'Duhl, the Givin homeworld, produce sturdy and elegant starships and compete on a level matched only by the Duros and Verpine, the only species that receive grudging respect from the Givin. However, Givin designers do not equip their ships with navicomputers, since most Givin can calculate hyperspace jumps in their heads, and they often overlook life-support systems. Members of other species that purchase Givin-built ships must add these components.

Personality: Givin are so analytic and logical that they think and converse in mathematical terminology. They typically keep to themselves, leading other species to consider them withdrawn and somber. Givin approach most events with only vague interest. However, when presented with a mathematical puzzle, they become animated and verbose, especially with anyone that can keep up with their explanations.

Givin informally refer to members of other species as "soft" and regard most of them with a mix of pity and contempt because of their inability to survive in a vacuum unaided.

Physical Description: Givin are gaunt and skeletal, with exteriors covered in sealed carapaces. These exoskeletons act as organic vacuum suits, allowing the Givin to survive in a complete lack of atmosphere and making them immune to the effects of inhalants. Their faces are best described as forlorn, with frowning mouths and dark, triangular eyes.

Homeworld: Givin are from the planet Yag'Duhl, located in the Inner Rim. Massive tidal forces constantly tug at the water and atmosphere of the planet, exposing areas to hard vacuum. The Givin reside inside sealed cities that are able to withstand the massive crush of tidal energy.

Languages: The Givin language is thick with mathematical terms, and the written language conveys information using hundreds of mathematical symbols. Individuals without a grounding in advanced mathematics find the species' language almost incomprehensible.

Example Names: Elis Helrot, Lersia Narth, Na-Soth Larr, Nisil Alarin, Siadru Nalas.

Adventurers: Givin that leave their homeworld are likely to become nobles or scouts. Givin scoundrels are also relatively common and have a propensity for gambling, a pursuit in which their mathematical skills give them an edge. Givin soldiers are tough and make excellent troops in hard vacuum encounters. Givin Force-users are rare.

■ GIVIN

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/4D
MECHANICAL 2D+2/4D+2
PERCEPTION 1D/3D
STRENGTH 1D+1/3D
TECHNICAL 3D/5D

Special Abilities:

Mathematical Aptitude: Givin receive a bonus of +2D when using skills involving mathematics, including *astrogation*. They can automatically solve most "Very Easy to Moderate" equations (gamemaster's option.)

Vacuum Protection: Every Givin has built-in vacuum suit which will protect it from a vacuum or harsh elements. Add +2D to a Givin's *Strength* or *stamina* rolls when resisting such extremes. For a Givin to survive for 24 standard hours in a complete vacuum, it must make an Easy roll, with the difficulty level increasing by one every hour thereafter.

Increased Consumption: Givin must eat at least three times the food a normal Human would consume or they lose the above protection. Roughly, a Givin must consume about nine kilograms of food over a 24 hour period to remain healthy.

Move: 8/10

Size: 1.7–2 meters tall

GOTAL

Gotals are tall beings covered in thick fur that come from the moon Antar IV, one of several that orbit the gas giant Antar in the Prindaar System. The moon has a highly unusual cycle of light and dark, sometimes illuminated brightly and other times shrouded in complete darkness. To compensate for these uncertain conditions, Gotals evolved special cones atop their heads that sense subtle shifts in the electromagnetic field, allowing them to operate in light or dark without hindrance. The cones are sensitive enough to sense not only the presence of living creatures nearby but also a creature's mood or intent.

Emotions are an important part of Gotal culture. Young Gotals live in a constant state of confusion as they are bombarded by the emotions of others. Learning to handle this input is what pushes a Gotal toward adulthood and maturity. Adult Gotals are calm, almost serene beings, but despite their outward appearance, they feel the full breadth of emotions. Because they are so sensitive to emotions, Gotals quickly form meaningful



relationships with one another. Gotals prefer to be around their own kind and dislike droids, mainly because the electromagnetic fields produced by droids cause an irritating buzz perceptible to the Gotals's heightened senses.

Gotals learned long ago to keep their opinions to themselves, and thus they make excellent negotiators and diplomats. Some individuals, however, use their natural abilities for nefarious purposes and become assassins or bounty hunters, tracking their prey by the emotional trail it broadcasts. Most species appreciate the self-discipline that Gotals exhibit, but some are hesitant to associate with members of the species for fear of having their private passions and motivations revealed.

Personality: Because they can read the emotions of other beings, Gotals have learned to be extremely polite and discreet with the information that they glean. They keep their own emotions to themselves and speak to others in neutral terms to maintain civility. Indeed, Gotals are incapable of expressing emotions in words, relying on their cones to communicate their feelings to other Gotals. As a result, Gotals speak only in abstract terms, leading most other sentients to think they are emotionless beings.

Physical Description: Gotals are tall creatures with flat, elongated faces. Thick, wiry hair covers most of their bodies. A Gotal's most notable feature is a pair of short cones that rises from his or her forehead. These cones pick up subtle variations in the electromagnetic fields of other beings, providing the Gotal with the locations and emotional states of the other creatures.

Homeworld: Gotals come from the moon Antar IV, located in orbit around Antar in the Inner Rim.

Languages: Gotals speak Basic and Gotal. However, the form of Basic they speak is devoid of emotional context. The Gotal language is impossible for other species to learn, because so much of it relies on feedback relayed through their head cones.

Example Names: Abav Ghart, Glott, Kith Kark, Lishma, Mnor Nha, Pari Notgoth, Tolokai, To-yel.

Adventurers: Because Gotals can sense emotions, some take advantage of their abilities and become scoundrels or perhaps even diplomats. When Gotals become scouts, they usually do so to escape the constant electromagnetic buzzing they experience when in close company with other species. Force-users are relatively common; combining their natural empathy with the Force to great effect.

■ GOTAL

Attribute Dice: 12D
DEXTERITY 1D+2/4D+2
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D
PERCEPTION 2D/5D
STRENGTH 2D+1/4D+1
TECHNICAL 1D/3D

Special Abilities:

Energy Sensitivity: Because Gotals are unusually sensitive to radiation emissions, they receive a +3D to their *search* skill when hunting targets in wide open areas of up to 10 kilometers around them. In crowded areas, such as towns and cities, the bonus drops to +1D, and the range drops to less than one kilometer. In areas with intense radiation, they suffer a -1D penalty to *search* because their senses are overwhelmed by radiation static.

Mood Detection: By reading the auras and moods of others, Gotal's receive a positive or negative bonus when engaging in interactive skills with other characters. The Gotal makes a moderate *Perception* check and adds the following bonus to his *Perception* skills when making opposed rolls for the rest of that encounter:

*Rolls Misses Difficulty By/Penalty: 6+/-3D; 2-5/-2D; 1/-1D
Roll Beats Difficulty By/Bonus: 0-7/1D; 8-14/2D; 15+/3D*

Fast Initiative: Gotal's who are not suffering from radiation static receive a +1D when rolling initiative against non-Gotal opponents. This is due to their ability to read the emotions and intentions of others.

Story Factors:

Droid Hate: Gotal's dislike droids because the emissions produced by droids overwhelm their special senses. They receive a -1D to all *Perception*-based skill rolls when within three meters of a droid.

Reputation: Because of the Gotal's reputation as being overly sensitive to moods and feelings, other species are uncomfortable dealing with them. Assign modifiers as appropriate.

Move: 10/15

Size: 1.8-2.1 meters

GRAN

Gran originally came from the world and system of Kinyen in the Expansion Region. They are longtime members of galactic society, with numerous colonies. Although most of these colonies are peaceful, their colony on Malastare quickly became embroiled in a bitter conflict with the native Dugs, forcing the Gran to act aggressively to protect themselves.

Gran place society over self, and they receive training that complements both their personal talents and society's needs.

The desire to maintain balance within society caused the Gran to establish alien-only areas of Kinyen. This was intended to restrict alien influence and avoid trouble between species, such as what happened on Malastare. During the Dark Times, the Empire has pushed the Gran leadership to grant access to all areas. When the Gran refused, Kinyen was subjected to orbital bombardment. The Kinyen Gran relented, but the incident inspired many Gran to resist the new Empire.

Personality: Gran are social and unable to stand solitude, or isolation from other Gran, for any length of time. Most are talkative, friendly, and hospitable. They are slow to anger. Gran friendships are for life. Gran from Malastare and other colonies follow looser social codes than those from the homeworld.

Physical Description: The beige-skinned Gran have three distinctive eye stalks with pitch-black eyes, ahead of small horns and large, triangular ears. Males and females have similar builds.

Homeworlds: Kinyen, with colonies on many other worlds, including Hok and Malastare.

Languages: Gran speak, read, and write Basic and Gran.

Example Names: Ainlee Teem, Aks Moe, Ask Aak, Baskol Yeesrim, Cera Vixe, Cruegar, Kea R-Lan, Mawhonic, Nadin Paal.



Adventurers: Heroic Gran are often nobles, smugglers, scouts, and bounty hunters. Prior to the Dark Times, Gran Jedi consulars were common, and it is possible that some survived the initial Jedi purge. After the bombardment of Kinyen, individualistic Gran find themselves open to other methods of serving society, looking for new ways to resist the Empire.

GRAN

Attribute Dice: 12D

DEXTERITY 1D/4D

KNOWLEDGE 1D/3D

MECHANICAL 1D/3D+1

PERCEPTION 2D/4D

STRENGTH 1D/4D

TECHNICAL 1D/3D

Special Abilities:

Vision: Grans' unique combination of eyestalks gives them a larger spectrum of vision than other species. They can see well into the infrared range (no penalties in darkness), and gain a bonus of +1D to notice sudden movements.

Move: 10/12

Size: 1.1-1.8 meters tall



GUNGAN

The Gungans are omnivorous humanoids native to the swamps of Naboo. Technologically advanced, they rely on biotech, growing instead of building their homes and production facilities.

While their culture is peaceful, it evolved from a series of long, bloody clan wars, and Gungans still admire strength and cunning. Most communities are devoted to farming or manufacturing goods that are then traded to other Gungan settlements, but they will reluctantly trade with the Humans of Naboo.

Personality: Gungans tend to be inquisitive, cautious, and suspicious.

Physical Description: Gungans range from 1.6 to 2 meters tall, with two eyestalks, floppy ears, and long tongues.

Homeworld: Naboo.

Languages: Gungans speak, read, and write Gunganese and Basic.

Example Names: Fassa, Jar Jar, Rugor, Tarpals, Toba, Tobler Ceel, Yoss.

Adventurers: Many Gungans leave their underwater cities to explore. Since the treaty with the Humans of Naboo, some Gungans – perhaps driven by an impulse to regain the warrior spirit of old – have taken a larger step into galactic society.

GUNGAN

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D/3D+2

STRENGTH 2D/4D+2

TECHNICAL 1D/3D+2

Special Abilities:

Swimming: Gungans receive a permanent +1D bonus to all swimming skill checks.

Good Hearing: Gungans receive a +2 pip bonus to all Perception, and search checks involving their sense of hearing.

Story Factors:

No Respect: Gungans are not well respected in the galaxy. Most other species consider them the bad punch-line of a galactic joke, some species even project intense hate for this ridiculous species.

Move: 10/12

Size: 1.6-2.0 meters

HERGLIC

Herglics are hulking bipeds that evolved from water-dwelling mammals on the planet Giju. Their ancestors' fins and flukes have been replaced by arms and legs, although Herglics still breathe through blowholes on the tops of their heads.

As a whole, Herglics are great believers in fairness and honesty. They are renowned for always being upright traders and for honoring any deal or bargain they make. They assume that others behave in a similar fashion, and few things anger a Herglic more than deceit and cheating.

Herglics are risk-takers, both by nature and by ancient cultural tradition. They love meeting new beings and experiencing the sights and sounds of new places. They developed space travel independently of other species, and it is Herglic exploration that helped the Old Republic spread through the stars as quickly as it did. Giju was among the first worlds in the Old Republic, and the Herglics often established trading posts in colonies just for the excitement of visiting exotic locales.

Herglic mercantile networks were a vital part of the galactic economy for thousands of years, and these networks stood loyally with the Old Republic during its greatest challenges because the Herglics supported the fairness and justice they saw in the galactic government. However, Herglics become increasingly marginalized as decadence, corruption, and greed took hold of the galactic government at virtually every level.

Many consider the Herglics to be cowards and traitors to the people of the galaxy, and they are viewed with contempt in many quarters even after the fall of Emperor Palpatine. But the Herglics are happy to be in a position to help devastated worlds rebuild by supplying them with high quality goods at fair prices.

Personality: Herglics are so easy-going and gregarious that they drive more high-strung beings to distraction. Herglics love interacting and socializing with others, and they are often very generous when it comes to sharing wealth and good fortune. Anyone in need usually finds his or her Herglic friends among the first to offer assistance. Their helpful nature causes many Herglics to fall victim to petty con artists, but professional criminals know that when a Herglic feels betrayed, he or she will go to great lengths to take revenge. More than one small-time swindler has been stalked by top bounty hunters after taking advantage of the wrong Herglic.



Members of the species also crave excitement — in fact, many Herglics become addicted to thrill seeking. This often manifests as a tendency to gamble to excess; only a strong-willed Herglic can pass up a game of chance. Once they start to gamble, they do not stop unless forced to quit, and a Herglic can easily lose everything — including the clothes off his or her back — in a short time by betting in the wrong casinos. For this reason, all forms of gambling are outlawed or heavily regulated on worlds with large Herglic populations.

Physical Description: Adult Herglics stand between 1.7 and 2.2 meters in height, and their heavily muscled bodies are very wide for their height. In fact, Herglics are so large that they cannot fit through doorways or corridors built with less massive beings in mind. Virtually all ships piloted by Herglics are either specially constructed or extensively modified at yards operated by their species.

Herglic bodies are hairless, and their skin ranges from a deep blue-gray to a black that is darker than the depths of space. Some Herglics have white bellies or white stripes that run up the sides of their bodies and terminate at their large, heavily lidded eyes. Herglic eyes are nearly universally black in color, although some rare individuals might have blue or red eyes.

Homeworld: Herglics originate on the Colonies Region world of Giju, a planet known for its deep oceans and lush islands.

Languages: All Herglics know Basic and Herglic. Widely traveled Herglics often learn up to a dozen different languages.

Example Names: Stavros K'Hor, Udo Broxin, Fahjani Tohvar, Elbor Cruhn.

Adventurers: Adventuring Herglics tend to be merchants who deal with speculative cargo and ply out-of-the-way ports on obscure trade routes, or they are explorers who scout little-visited systems. Wealthy Herglics have been known to travel space looking for new experiences by becoming involved with unusual people or places. Some even work as spies or information brokers, using their massive bulk to hide in plain sight — surely no one that memorable could have been the source of the information that leaked from the ball hosted by the Moff last month.

■ HERGLIC

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/3D

MECHANICAL 1D/4D

PERCEPTION 1D+2/3D+2

STRENGTH 3D/5D

TECHNICAL 1D+1/4D+1

Special Abilities:

Natural Body Armor: The thick layer of blubber beneath the outer skin of a Herglic provides +1D resistance against physical attacks. It gives no bonus to energy attacks.

Story Factors:

Gambling Frenzy: Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a Moderate willpower check to resist the powerful urge to play. They may be granted a bonus to their roll if it is critical or life-threatening for them to play.

Move: 6/8

Size: 1.7-2.2 meters

HUTT

The Hutt are a sentient species of large gastropods with short arms, wide cavernous mouths and huge eyes, who control a large space empire in Hutt Space. The species is said to originally hail from the planet Varl, but no planet by that name appears on any star charts. Their adopted homeworld is Nal Hutta. Members of this species are most often stereotyped as crime lords, and for good reason, as most members of the species are involved in organized crime.



Personality: Their thinking is described as not being the same as humans. In fact, it is claimed that they feel threatened on a subliminal level. This fear they experience means that they are often paranoid, which is often a trait that is exploited in their species. Typically, Huts are intelligent, selfish, and manipulative beings.

Physical Description: In appearance, a Hutt is an immense slug-like creature that has a thick body with a long muscular tail with small arms located on the upper body.

Homeworld: Nal Hutta.

Language: Huttese.

Example Names: Issulla, Grondo, Jabba, Yarella, Zordo.

Adventurers: The Huts are known to have several hideouts in remote, scarcely populated planets of the Outer Rim Territories. The spice trade is one resource that the Huts were known to extract and distribute throughout the galaxy, and may Huts are involved in the sale, distribution, and trade of spice. All members of the species, however, do not engage in business and criminal enterprises. Some become respected beings in the galaxy such as doctors, scientists, and diplomats.

HUTT

Attribute Dice: 14D
DEXTERITY 0D+1/3D
KNOWLEDGE 2D/5D
MECHANICAL 1D/3D+2
PERCEPTION 2D/5D
STRENGTH 2D/5D
TECHNICAL 1D/4D

Special Abilities:

Force Resistance: Huts have an innate defense against Force-based mind manipulation techniques and roll double their Perception dice to resist such attacks. However, because of this, Huts are not believed to be able to learn Force skills.

Story Factors:

Reputation: Huts are almost universally despised, even by those who find themselves benefiting from the Hutt's activities. Were it not for the ring of protection with which the Huts surround themselves, they would surely be exterminated within a few years.

Self-centered: Huts cannot look "beyond themselves" (or their offspring or parents) in their considerations. However, because they are master manipulators, they can compromise — "I'll give him what he wants to get what I want." They cannot be philanthropic without ulterior motives.

Move: 0/4

Size: 3 to 5 meters long

IKTOTCHI

Hailing from the Expansion region world of Iktotchon and its moon, Iktotch, the Iktotchi are a race of precognitive humanoids. All Iktotchi possess this precognitive ability, which manifests as vivid dreams, visions, or waking dreams. Few Iktotchi have control of how or when their precognition manifests or of what it reveals to them. As a species, they know of the Republic's coming 'long' before their world is visited, and they are prepared to welcome the guests that would usher them into a vast galactic society. Iktotchi are famed for their prowess as pilots, and attribute their success at the helm to nearly imperceptible precognitive inclinations.



Personality: Iktotchi are a deeply emotional species. Despite their sensitive qualities, their culture dictates that they must hide their feelings behind a veneer of quiet stoicism. Though they respect the nature of diversity in the galaxy, the Iktotchi have a hard time forming lasting friendships with members of other species because of the Iktotchi's occasional impatience with species who lack their precognitive gifts and because of other species' overt suspicion of the Iktotchi's precognition.

Physical Description: The Iktotchi are a humanoid species with large, downward-curving horns. Females have smaller horns than the males. Their skin is thick, tan, and hairless, weather beaten by Iktotchon's fierce winds. Their eye color ranges from yellow to orange.

Homeworld: Iktotchon.

Languages: Iktotchese.

Example Names: Arctan Meeso, Daedar Xicse, Liiren Baelar, Niira Karl, Sacsee Tim, Seer Varree.

Adventurers: Iktotchi who journey out into the galaxy become nobles, scouts, or soldiers. A small number excel as scoundrels by using their species' reputation for clairvoyance to run scams and rackets, despite a strong cultural prohibition against using their visions to generate a profit. Because of their precognitive talents, there have been several notable Iktotchi Jedi.

IKTOTCHI

Attribute Dice: 12D
DEXTERITY 1D/3D+1
KNOWLEDGE 1D+1/4D
MECHANICAL 1D+2/4D+1
PERCEPTION 1D+1/4D
STRENGTH 1D+2/4D+1
TECHNICAL 1D+1/4D

Special Abilities:

Piloting Bonus: At the time of character creation, Iktotchi characters gain a +1D bonus to *archaic starship piloting*, *capital ship piloting*, *space transports*, or *starfighter piloting* (choose one). In addition, they gain a +1D bonus to a related repair skill (*archaic*

starship repair, capital ship repair, space transports repair, or starfighter repair, depending on which piloting skill was chosen).

Story Factors:

Precognition: All Iktotchi have a limited form of precognition. Most Iktotchi are unable to control when these visions manifest, and generally receive them as vivid dreams or daydreams. Force-sensitive Iktotchi who possess the *farseeing* force power gain a +3D bonus on both *control* and *sense* rolls when using that power.

Move: 10/12

Size: 1.6 to 2 meters tall.

ITHORIANS

Ithorians are tall humanoids whose appearance leads many to refer to them colloquially as "Hammerheads." Peaceful and gentle, Ithorians are widely recognized as talented artists, brilliant agricultural engineers, and skilled diplomats.

Ithorians are perhaps the greatest ecologists in the galaxy, devoting their technology to preserving the natural beauty of their homeworld's jungles. They live in "herds," dwelling in cities that hover above the surface of their planet and striving to maintain the ecological balance in the "Mother Jungle."

Ithorians also travel the galaxy in massive "herd ships," masterpieces of environmental engineering that carry a perfect replica of their native jungle. Many look forward to trading for the exotic wares the Ithorians bring from distant planets.

Personality: Ithorians tend to be calm, peaceful, tranquil, and gentle.

Physical Description: Ithorians are humanoid, ranging in height from 1.8 to 2.3 meters tall, with long necks that curl forward and end in dome-shaped heads. They have two mouths, one on each side of their neck, producing a stereo effect when they talk.

Homeworld: Ithor, or a specific herd ship.

Language: Ithorians speak stereophonic Ithorese and Basic.

Example Names: Fandomar, Momaw, Oraltor, Tomla, Trangle, Umwaw.

Adventurers: Ithorians tend to concentrate on peaceful professions. They love to meet new beings and see new places. Often, wanderlust leads them to explore the greater galaxy for a time before they eventually return home.

■ ITHORIAN

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 2D+2/5D

MECHANICAL 1D/2D

PERCEPTION 1D+1/4D

STRENGTH 1D/3D

TECHNICAL 1D/2D+1



Special Skills:

Knowledge Skills:

Agriculture: Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

Ecology: Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecosystems, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

Story Factors:

Herd Ships: Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any character from one of these worlds is likely to meet someone that they have met before if adventuring in a civilized portion of the galaxy.

Move: 10/12

Size: 1.8-2.3 meters tall

JAWA

Jawas are short humanoids native to Tatooine. The Jawas have a poor reputation and are regarded as thieves at best, vermin at worst. Their off-putting nature is made worse by the sour smell that clings to them and their inexplicable and nonsensical language. Jawas survive by scavenging lost technology in the desert wastes. "Lost" for Jawas is ambiguous; they are likely to snatch up anything that's not bolted down.

Moisture farmers and others who live far from the spaceports regularly find that their belongings have vanished in the night with only tell-tale Jawa tracks leading off into the wasteland.

Jawas are intelligent and have a complex society. Gathering in extended tribes, Jawa life revolves around trade — not for wealth, but for survival. Jawas look for guidance from their shamans, usually a female Jawa with the ability to portend the future and cast vicious hexes. Once a year, the Jawa tribes gather in the Dune Sea to exchange sons and daughters, to swap stories and news, and to mingle among their own kind.

Personality: Jawas are peaceful. Preferring flight to confrontations. They are, however, extremely cunning and capable of great treachery if given cause. A fleeing Jawa seeks out its allies and comes back in numbers to deal with threats. Even then, Jawas rarely confront their enemies directly, preferring to sabotage or steal vital equipment and let the desert do the nasty work for them. A Jawa can become fierce — even vicious — when cornered or when a shaman is threatened.

Physical Description: Jawas wear brown hooded cloaks to protect themselves from the oppressive heat of the twin suns of Tatooine. They dip their clothing in a rancid soup to better seal in their moisture. This gives them their infamously unpleasant odor. Jawas have sensitive, glowing orange eyes and are easily blinded by bright light. Beneath their coverings, Jawas are slight rodent creatures with tiny hands and feet.



Homeworld: Jason are found almost exclusively on Tatooine.

Languages: The Jawa tongue is a complex language that involves as much gesture and smells as it does sounds. Lacking the organ to form words in Basic, and confronted with the fact that other races cannot speak Jawa, they developed a shorthand speech called Jawa Trade language. It essentially simplifies their tongue to aid trading between themselves and non-Jawas.

Example Names: Akkit, Het, Oklect, Klepti, Tikkit, Tieel.

Adventurers: Family is the heart of Jawa society and as such, they are loath to leave their extended tribal groups. A lone Jawa likely has been driven out of its tribe, or it might be a lone survivor of an attack by Sand People or other desert denizens.

JAWA

Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D/3D+1
MECHANICAL 2D/4D+2
PERCEPTION 1D/3D
STRENGTH 1D/2D+2
TECHNICAL 2D/4D+2

Special Abilities:

Technical Aptitude: At the time of character creation only, Jawa characters receive 2D for every 1D they place in repair-oriented Technical skills.

Story Factors:

Trade Language: Jawas have developed a very flexible trade language which is more intelligible to other species — when Jawas want it to be intelligible.

Move: 8/10

Size: 0.8-1.2 meters tall

KAMINOAN

The watery planet of Kamino is home to a species of cloners known as Kaminoans. These tall aliens are the result of generations of selective breeding and genetic modification that began when their world suffered a drastic change in climate. These restrictive breeding programs have made Kaminoans an extremely adaptable species. Apart from gender, Kaminoans have little variation, and to the untrained eye they all look the same. Subtle variations have been introduced into their genetic codes, however, allowing for diversity within a strict set of parameters.

The economy of Kamino is based on cloning for profit, but not every Kaminoan is a cloner by trade. The majority of Kaminoans support their communities with various skills and specialized abilities. They strive to perform their work flawlessly, and seek perfection. Because Kaminoans are moderately xenophobic and rarely venture away from their homeworld, they are a rare sight in other parts of the galaxy.

Personality: Kaminoans set themselves as superior to other forms of life. They harbor a private intolerance for imperfection, but they are, nonetheless, polite to outsiders. To a Kaminoan, any species that seeks self improvement is worthy of respect,



but those who do not are obviously inferior and deserve their inevitable decline. This attitude is reflected in their cloning processes, where entire crops of clones might be eliminated due to a single, subtle flaw.

Physical Description: Kaminoans are tall and gaunt, with pale skin, three-fingered hands, and long necks. Their faces are small and dominated by a pair of large, black eyes. Every male Kaminoan has a fin-like crest on the top of his head, but female Kaminoans have none.

Homeworld:

Languages: Kaminoan and Basic.

Example Names: Aya Lint Lama Su, Maru Lan, Tau Shet, Taga Sal, Seva Ke, Taun We.

Adventurers: Because they are genetically designed, Kaminoans are bred to fulfill a specific role or niche. They make excellent leaders, merchants, and soldiers. Scoundrels, though rare, are not unheard of. Kaminoans are not bred with Force sensitivity, though anomalies are possible. Kaminoan Jedi are essentially nonexistent.

KAMINOAN

Attribute Dice: 12D
DEXTERITY 1D/4D
KNOWLEDGE 1D+2/4D
MECHANICAL 1D/4D
PERCEPTION 1D/3D+1
STRENGTH 1D+2/4D+1
TECHNICAL 2D/4D+1

Special Abilities:

Hardy: Due to their innate hardness, Kaminoans gain a permanent +2 pip bonus to survival and stamina skill checks.

Story Factors:

Cloners: Kaminoans are known as clone technicians. Kaminoans turned to cloning early in their history, to better assist in the survival of their species.

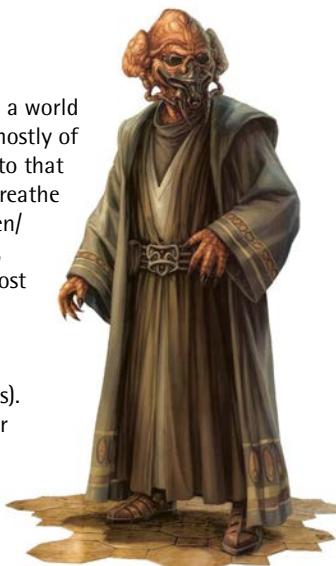
Move: 10/12

Size: 2.3-2.6 meters

KEL DOR

The Kel Dor evolved on Dorin, a world with an atmosphere consisting mostly of helium and a gas that is unique to that world. As such, Kel Dor cannot breathe on planets with common nitrogen/oxygen atmospheres. Conversely, Dorin's atmosphere is toxic to most nonnative life.

On other planets, Kel Dor dwellings provide their native atmosphere (stored in large tanks). When outside, Kel Dor must wear breath masks and goggles. They can neither see nor breathe without these devices. Most Kel Dor breath masks include vocoders that amplify the wearer's speech; while their vocal cords function normally in their native atmosphere, Kel Dor must shout to produce sound in other environments. Their eyesight, however, is enhanced when they are away from Dorin.



Personality: Calm and kind, the Kel Dor never turn away a being in need. Still, most believe in quick, simple justice (even engaging in vigilantism).

Physical Description: The average Kel Dor stands between 1.6 and 2 meters tall. Their skin ranges from peach to deep red, and most have black eyes.

Homeworld: The technological planet of Dorin.

Languages: The Kel Dor speak, read, and write Kel Dor and Basic.

Example Names: Dorn Tlo, Plo Koon, Torin Dol.

Adventurers: Kel Dor commonly become diplomats, bounty hunters, and Jedi. Given their altruism and sense of justice, many enter law enforcement.

KEL DOR

Attribute Dice: 12D
 DEXTERITY 1D+1/4D
 KNOWLEDGE 1D+1/4D
 MECHANICAL 1D+1/4D
 PERCEPTION 1D+2/4D+1
 STRENGTH 1D/3D+2
 TECHNICAL 1D+1/4D

Special Abilities:

Low Light Vision: Kel Dor can see twice as far as a normal human in poor lighting conditions. The gamemaster should allow Kel Dor characters to make the appropriate *Perception*-based skill checks at a lower difficulty than normal human characters.

Story Factors:

Atmospheric Dependence: Kel Dor cannot survive without their native atmosphere, and must wear breath masks and protective eye wear. Without a breath mask and protective goggles, a Kel Dor will be blind within 5 rounds and must make a Moderate *Strength* or *stamina* check to remain conscious. Each round thereafter, the difficulty increases by +3. Once unconscious, the Kel Dor will take one level of damage per round unless returned to his native atmosphere.

Move: 10/12

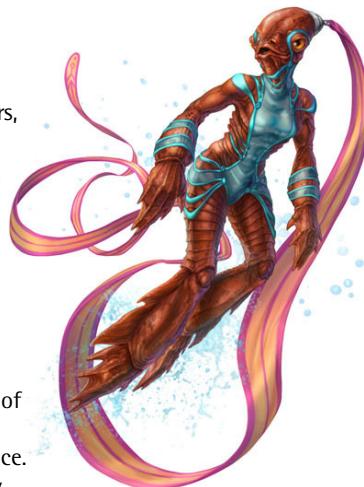
Size: 1.6 to 2 meters tall.

MON CALAMARI

Amphibious land-dwellers, the Mon Calamari share their Outer Rim homeworld with the aquatic Quarren. They tend to be soft-spoken but vigorously defend causes that inspire them. Mon Calamari suffered under great oppression under the Galactic Empire; it was one of the first worlds to declare support for the Rebel Alliance.

Mon Calamari are widely recognized for their keen analytic and organizational abilities, and they have developed a reputation as being among the foremost ship designers in the galaxy. They see everything they create as a work of art, not just as a tool or weapon.

Personality: Creative, quiet, and inquisitive, the Mon Calamari are dreamers who cherish peace but aren't afraid to fight for the causes they believe in.



Physical Description: The average Mon Calamari stands up to 1.8 meters tall. They have high-domed heads, large eyes, and smooth, mottled skin.

Homeworld: The watery world of Mon Calamari.

Languages: The Mon Calamari speak, read, and write Mon Calamarian and Basic. They tend to learn Quarrenese as well.

Example Names: Ackbar, Bant, Cilghal, Ibtisam, Jesmin, Oro, Perit, Rekara.

Adventurers: Mon Calamari seek their dreams among the stars. They are idealistic and daring, often attaching themselves to causes that seem hopeless or lost right from the start. They strive to prove that even thinkers and dreamers can be brave and daring when the need arises.

MON CALAMARI

Attribute Dice: 12D
 DEXTERITY 1D/3D+1
 KNOWLEDGE 1D/4D
 MECHANICAL 1D+1/3D+1
 PERCEPTION 1D/3D
 STRENGTH 1D/3D
 TECHNICAL 1D+1/4D

Special Abilities:

Moist Environments: When in moist environments, Mon Calamari receive a +1D bonus for all *Dexterity*, *Perception*, and *Strength* attribute and skill checks. This is only a psychological advantage.

Dry Environments: When in very dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty for all *Dexterity*, *Perception*, and *Strength* attribute and skill checks. Again, this is psychological only.

Aquatic: Mon Calamari can breathe both air and water and can withstand the extreme pressures found in ocean depths.

Story Factors:

Enslaved: Prior to the Battle of Endor, most Mon Calamari not directly allied with the Rebel Alliance were enslaved by the Empire and in labor camps. Imperial officials have placed a high priority on the capture of any "free" Mon Calamari due to their resistance against the Empire. theirs was one of the first systems to declare their support for the Rebellion.

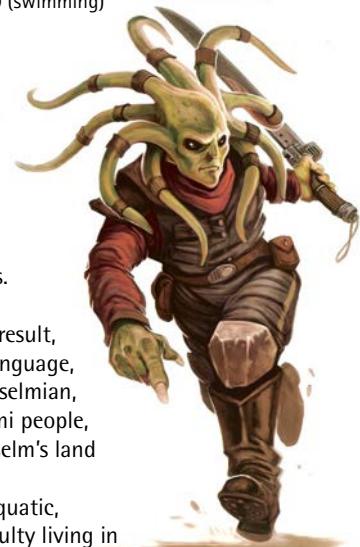
Move: 9/12 (walking); 8/10 (swimming)

Size: 1.3–1.8 meters tall

NAUTOLANS

Nautolans are one of the sentient species native to the planet Glee Anselm. Their language, Nautila, evolved underwater and is heavily tied to pheromones. Out of water, Nautila loses much of its meaning. As a result, Nautolans learn another language, typically either Basic or Anselmian, the language of the Anselmi people, who are native to Glee Anselm's land masses.

Even though they are aquatic, Nautolans have little difficulty living in climates that would be uncomfortable for other amphibians. They are a hardy species, due in part to the extra cartilage that supports their skeletal structures. Given their aquatic origins, they are excellent swimmers.



Personality: Nautolans are loyal and steadfast companions. They wear their moods on their proverbial sleeves, expressing both joy and despair with equal zeal. Though polite and civilized under most circumstances, Nautolans tend to reflect the moods of others around them. The tendrils on their heads sense the pheromones released by others. This can inadvertently affect a Nautolan's disposition – for better or for worse. Despite their peaceful nature, Nautolans are not above defending themselves.

Physical Description: Nautolans have thick green skin that is covered in dark, mottled spots. Their large, black eyes allow them to see well in dim light. Each Nautolan's head is crowned by long, tentacle-like tendrils, which the Nautolan decorates with leather bands, metal rings, or beaded ties.

Homeworld: Glee Anselm.

Languages: Nautila.

Example Names: Hiskar Dorset, Kit Fisto, Ross Nikios, Renko Losa, Pin Mako, Setel Yast.

Adventurers: Nautolans crave adventure and are as likely to be just about any profession. There have also been several notable Nautolan Jedi.

■ NAUTOLAN

Attribute Dice: 11D
DEXTERITY 1D+1/4D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/3D+2
PERCEPTION 1D/4D
STRENGTH 2D/4D+1
TECHNICAL 1D/3D+1

Special Abilities:

Good Swimmers: Nautolans, being amphibious, gain a permanent +1D bonus to all *swimming* skill rolls.

Low-light Vision: A Nautolan can see twice as far as a normal human in poor lighting conditions. The gamemaster should allow Nautolan characters to make the appropriate *Perception*-based skill checks at a lower difficulty than normal human characters.

Pheromone Detection: Nautolans possess tendrils which act as their major sensory organs, and they barely function outside of water. The tendrils are so sensitive that they can sense odors and pheromones, which can allow an observant Nautolan some idea of a target's emotional state. Because of this, Nautolans gain a +1D bonus to all skills rolls involving interpersonal relations (ie, *bargain*, *command*, *con*, *intimidation*, *investigation*, or *persuasion*) when in water. When outside of water, this bonus is reduced to a mere +1 pip.

Story Factors:

Language: The Nautolan language is only fully pronounceable when the speaker is under water.

Move: 10/12 (swimming and walking)

Size: 1.8–2 meters

QUARREN

The Quarren hail from the distant Outer Rim world of Mon Calamari, sharing the world with the sentient humanoid species of the same name. The Mon Calamari live on the surface of the world, while the more isolationist Quarren dwell in oxygen-filled cities in the deep recesses of the oceans.

Off world, Quarren generally stay clear of galactic politics. Instead, they often become involved with shadowy occupations such as pirates, smugglers, and spy networks. Many Quarren blame both the Empire and the Rebels (even more than the Mon

Calamari) for their homeworld's devastation during the Galactic Civil War.

Personality: Practical and conservative, Quarren tend to hate change and distrust anyone who displays overt optimism and idealism.

Physical Description: The average Quarren stands 1.8 meters tall. They have leathery skin and heads that resemble four-tentacled squids, hence the name "squid head" sometimes used by others.

Homeworld: The watery planet Mon Calamari.

Languages: Quarren speak, read, and write Quarrenese and Basic. They tend to learn Mon Calamarian as well.

Example Names: Kelmut, Seggor, Tessek, Tsillin, Vekker.

Adventurers: Quarren leave their homeworld to escape their dependency on the Mon Calamari. They tend to seek out the fringes of society, operating as scoundrels or nobles in criminal organizations.

■ QUARREN

Attribute Dice: 12D
DEXTERITY 1D+2/4D+2
KNOWLEDGE 1D/4D
MECHANICAL 2D/4D+2
PERCEPTION 1D/3D+2
STRENGTH 1D/4D+1
TECHNICAL 1D+2/5D

Special Abilities:

Aquatic Survival: At character creation only, characters may place 1D of skill dice in *swimming* and *survival: aquatic* and receive +2D in the skill.

Aquatic: Quarren can breathe both air and water and can withstand extreme pressures found in ocean depths.

Move: 9/12

Size: 1.4–1.9 meters tall



RODIANS

Rodians hail from the Tyrius star system in the Mid Rim, their homeworld humid and choked with heavy rain forests teeming with dangerous life forms. In this hostile environment, the Rodians evolved into brutal hunters and killers to survive. As a result, Rodian culture centers around the concept of "the hunt." Their art glorifies violence and the act of stalking prey. The more intelligent and dangerous a hunter's prey, the more honorable the hunt. Rodians have numerous annual festivals that exist solely to honor such activities.



Since joining the rest of the galaxy's spacefaring species, the Rodians have come to view bounty hunting as the most honorable profession in existence, and many have found great success in this field.

Personality: Rodians tend to be violent, tenacious, and dedicated.

Physical Description: Humanoid, with multifaceted eyes, a tapered snout, and deep green skin, the average Rodian stands 1.6 meters tall.

Homeworld: The industrial world of Rodia.

Languages: Rodians speak, read, and write Rodese and Basic, but many learn to speak Huttese as well.

Example Names: Andoorni, Beedo, Chido, Doda, Greedo, Greeata, Kelko, Navik, Neela, Neesh, Wald.

Adventurers: Rodian adventurers leave their homeworld to improve their skills, hoping to one day return and claim the title of Hunt Master. To this end, they take on roles that allow them to flex their hunting skills and increase their battle prowess, most commonly working as bounty hunters or mercenaries.

■ RODIAN

Attribute Dice: 12D

DEXTERITY 1D+2/4D+2

KNOWLEDGE 1D/3D

MECHANICAL 1D/2D+2

PERCEPTION 1D/3D+2

STRENGTH 1D/4D+1

TECHNICAL 1D/2D+1

Story Factors:

Reputation: Rodians are notorious for their tenacity and their eagerness to kill intelligent beings for the sake of a few credits. Certain factions of galactic civilization (most notably criminal organizations, authoritarian/dictatorial planetary governments and the Empire) find Rodians to be indispensable employees, despite the fact that they are almost universally distrusted by other species. Whenever an unfamiliar Rodian is encountered, most other beings assume that it is involved in a hunt, and give the alien a wide berth.

Move: 10/12

Size: 1.5–1.7 meters tall

SULLUSTANS

To survive the natural perils of their harsh, volcanic homeworld, the Sullustans evolved in the planet's numerous caves. They prefer to dwell underground, constructing highly advanced cities of such great beauty that wealthy sightseers come from all over the galaxy to visit them. Living underground helped the Sullustans to develop acute senses, and they are renowned for their navigational and piloting skills.

This friendly, gregarious species enjoys interacting with unique, unusual, and interesting beings. When Old Republic scouts first visited their homeworld, the Sullustans quickly embraced galactic civilization. The Sullustan manufacturing company



SoroSuub is one of the largest non-Human-owned interstellar corporations in the galaxy. In fact, the company is so powerful that it has become the official government of Sullust, and more than half of the planet's population is on its payroll.

Personality: Sullustans tend to be pragmatic, pleasant, and fond of practical jokes.

Physical Description: Humanoid with large round eyes, big ears, and jowls, the average Sullustan stands 1.5 meters tall.

Homeworld: The volcanic, technological world Sullust.

Languages: Sullustans speak, read, and write Sullustese and Basic.

Example Names: Aril Nunb, Dllr Nep, Nien Nunb, Sian Tevv, Syub Snubb.

Adventurers: Sullustan adventurers enjoy exploring the galaxy, conducting business, and pulling pranks to see how others react. They are inquisitive and love to discover things through personal experience, sometimes being a bit reckless.

■ SULLUSTAN

Attribute Dice: 12D

DEXTERITY 1D/3D

KNOWLEDGE 1D/2D+2

MECHANICAL 2D/4D+1

PERCEPTION 1D/3D+1

STRENGTH 1D/2D+2

TECHNICAL 1D/3D+2

Special Abilities:

Enhanced Senses: Sullustans have advanced hearing and vision. Whenever they make Perception or search checks involving vision in low-light conditions or hearing, they receive a +2D bonus.

Location Sense: Once a Sullustan has visited an area, he always remembers how to return to the area — he cannot get lost in a place that he has visited before. This is automatic and requires no die roll. When using the astrogation skill to jump to a place a Sullustan has been, the astrogator receives a bonus of +1D to his (or her) die roll.

Move: 10/12

Size: 1.1–1.8 meters tall

TALZ

The Empire subjugated the Talz very early in the Dark Times. The New Order wasted no time in secretly enslaving the race and forcing them to mine the mineral wealth of Alzoc III. The Talz did not understand the motives of their new masters, but they could do little but comply. Those few Talz who escaped hid themselves among the fringes of the galaxy, lest the Imperials send them back to their homeworld. During this time, almost no one in the galaxy at large knew that the Talz even existed.

Although primitive, the Talz are quick learners and take to technology quite well. Their two sets of distinctive eyes allow them to see in bright light and the other in total darkness. Their thick fur is suited to the frigid temperatures of Alzoc III.



Personality: Talz are gentle, kindhearted, and slow to anger.

Physical Description: A Talz is completely covered in shaggy white fur. Each one has four black eyes, plus a proboscis for talking and eating, and two large hands with sharp talons.

Homeworlds: Alzoc III, a frozen world in the Outer Rim system of Alzoc.

Languages: Talz speak their own language of buzzing and chirping sounds.

Example Names: Foul Moudama, Arvor, Bama Vook, Forfur, Gar, Muftak, Rugg, Toffik, Veefa, Voruf.

Adventurers: Talz are usually fringer-based scoundrels, and they are a quick study when introduced to technology. Few Talz are Force-users.

TALZ

Attribute Dice: 11D
DEXTERITY 2D/4D
KNOWLEDGE 1D/3D
MECHANICAL 1D/3D
PERCEPTION 2D+1/4D+1
STRENGTH 2D+2/4D+2
TECHNICAL 1D/3D

Story Factors:

Enslavement: One of the few subjects which will drive a Talz to anger is that of the enslavement of their people. If a Talz has a cause that drives its personality, that cause is most likely the emancipation of its people.

Move: 8/10

Size: 2-2.2 meters tall

TOGRUTA

Togruta are natives of the planet Shill, a world of dense forests, wild scrublands, and ever-growing urban areas. The most striking features of Togruta are their brightly colored horns, head, tails, and skin. These patterns serve as a sort of camouflage that helps them stalk prey through the red and white, meter-tall turu-grass of the scrublands.

Togruta are natural pack hunters and work effectively in large groups. Individualism is generally discouraged, but despite this fact, most Togruta leaders gain power and prestige through expressions of individuality.

Outsiders often believe that Togruta are venomous. Although no one knows how this rumor was started, Togruta do use their sharp incisors to kill one of their favorite meals, the small, rodent-like thimiars. Outsiders who witness this event could mistake the thimiar's death throes for the result of poisoning.

Personality: Togruta are social, outspoken, perceptive and attentive. They prefer to work in groups and are adept at complex social interaction within a known group.

Physical Description: A Togruta has an oval face flanked by striped, curved horns and a long head tail. Elaborate red and white patterns adorn the face, while a Togruta's body and limbs display red and white stripes.



Homeworld: Shill in the Expansion Region, a planet featuring small communities within dense forests and hidden valleys.

Languages: Togruta speak Basic and Togruti

Example Names: Ashla, Raana Tey, Codi Ty, Creev Zrgaat, Dyani Zaan, Jir Taalan, Qusak Laal, Shaak Ti, Vika Saaris, Ahsoka Tano.

Adventurers: Strong-willed, highly independent Togruta leave their homeworld to "hunt among the stars." Togruta are often nobles, scouts, or soldiers, or become Force adepts, but can belong to any occupation.

TOGRUTA

Attribute Dice: 13D
DEXTERITY 2D/4D+2
KNOWLEDGE 2D/4D+1
MECHANICAL 1D/4D
PERCEPTION 2D/4D+1
STRENGTH 1D/3D+2
TECHNICAL 1D/4D

Special Abilities:

Camouflage: Togruta characters possess colorful skin patterns which help them blend in with natural surroundings (much like the stripes of a tiger). This provides them with a +2 pip bonus to *sneak* skill checks.

Spatial Awareness: Using a form of passive echolocation, Togruta can sense their surroundings. If unable to see, a Togruta character can attempt a Moderate *search* skill check. Success allows the Togruta to perceive incoming attacks and react accordingly by making defensive rolls.

Story Factors:

Believed to be Venomous: Although they are not poisonous, it is a common misconception by other species that Togruta are venomous.

Group Oriented: Togruta work well in large groups, and individualism is seen as abnormal within their culture. When working as part of a team to accomplish a goal, Togruta characters are twice as effective as normal characters (i.e., they contribute a +2 pip bonus instead of a +1 pip bonus when aiding in a combined action; see the rules for Combined Actions).

Move: 10/12

Size: 1.7-1.9 meters

TRANDOSHANS

The reptilian Trandoshans are known for their great strength and warlike natures. Many of these beings dedicate themselves to martial training, and some follow the path of the hunter on their native world. A few have even become renowned (or infamous) bounty hunters in galactic society.

Trandoshans have a long standing enmity with Wookiees, and the two species have fought often over the centuries.

Trandoshans (who refer to themselves as "T'doshok") have super-sensitive eyes that can see into the infrared range. They shed their skin several times in the span of their lives and can even regenerate lost limbs, but their clawed hands have difficulty with fine manipulation of objects.



Personality: Violent, brutal, and driven, Trandoshans love to compete but can show compassion and mercy as the situation warrants.

Physical Description: Trandoshans average 2.1 meters tall. Their scaly hides offer additional defense against attacks.

Homeworld: Trandosha.

Language: Trandoshans speak Dosh and often Basic.

Example Names: Bossk, Fusset, Krussk, Ssuurg, Tusserk.

Adventurers: A Trandoshan adventurer craves the thrill of battle. Some leave Dosha to become bodyguards or mercenaries. Others set out to find new places to hunt and explore. A few use their warrior traditions to become soldiers, some even developing into bounty hunters as time goes by.

■ TRANDOSHAN

Attribute Dice: 12D
DEXTERITY 1D+1/4D+1
KNOWLEDGE 1D/3D+1
MECHANICAL 1D+1/3D
PERCEPTION 2D/3D+2
STRENGTH 3D/4D+2
TECHNICAL 1D/2D+2

Special Abilities:

Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.

Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or *stamina* roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Story Factors:

Wookiee Hate: The long-standing feud between the Wookiees of Kashyyyk and the Trandoshans is deeply ingrained in both species. When encountering Wookiees or known Wookiee associates, Trandoshans must make a Moderate *willpower* check to keep from attacking.

Hostility: The Trandoshans are known as a belligerent species. They gain +1D to all *intimidation* rolls against non-Trandoshans.

Move: 8-10

Size: 1.9-2.4 meters tall

TWI'LEK

From the dry, rocky world of Rylloth, Twi'leks have made a place for themselves along the galactic rim. These tall, thin humanoids include a variety of distinct sub-races, but are all instantly recognizable by the tentacular "head-tails" (called *lekku*) that protrude from the backs of their heads.

Sly, calculating beings, Twi'leks prefer to avoid trouble and stick to the shadows until an opportunity to act without undue danger to themselves presents itself. Their entrepreneurial spirit leads them to positions of influence, and Twi'lek corporate executives and ambassadors are no less common than unscrupulous Twi'lek freighter captains and crime lords.

Personality: Twi'leks are calculating, pragmatic, and charismatic people. Generally, they try to avoid being swept up in conflict, preferring instead to duck into the shadows where they can observe, plan, and prepare to profit from the outcome.

Physical Description: Humanoids with long head-tails, the average Twi'lek stands 1.8 meters tall. Skin tones include white, green, blue, red, and orange, among others.

Homeworld: Rylloth.

Languages: Twi'leks speak, read, and write Ryl and Basic. They can also communicate with one another using their lekku. Some also learn Huttese.

Example Names: Bib Fortuna, Deel Surool, Firith Olan, Koyi Komad, Lyn Me, Oola, Tott Doneeta.

Adventurers: Twi'lek adventurers generally prefer to work behind the scenes, letting others stand in the full light of day. Many wind up in business (whether legal or illegal), performing as entertainers, or even serving as diplomats.

■ TWI'LEK

Attribute Dice: 12D
DEXTERITY 2D/4D+1
KNOWLEDGE 1D/4D
MECHANICAL 1D/3D
PERCEPTION 2D/4D+2
STRENGTH 1D/3D+2
TECHNICAL 1D/3D

Special Abilities:

Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.

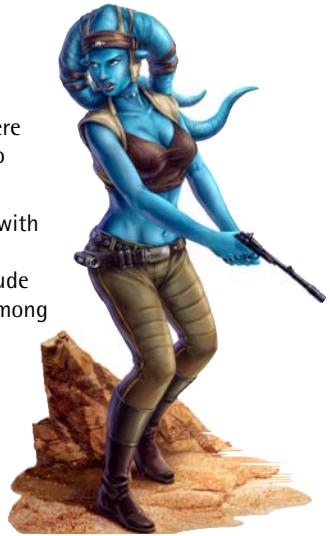
Skill Bonus: At the time the character is generated only, the character receives 2D for every 1D placed in the *persuasion* skill.

Story Factors:

Slavery: Slavery is so ingrained as the main trade of Rylloth, that most Twi'leks are generally thought to be either a slave or consort of some kind, and often treated as second class citizens, this is especially true in Hutt space.

Move: 10/12

Size: 1.6-2.0 meters tall



UMBARAN

The Umbarans hail from a hard-to-reach world deep within the Outer Rim's Ghost Nebula. Although they have been part of galactic civilization for millennia, very few Umbarans have left their home system, and even fewer have risen to positions of power and fame in the galaxy. Umbarans are interested in alien cultures and civilizations, but they prefer to observe from a distance rather than take an active role in events.

While most of Palpatine's New Order becomes increasingly biased toward Humans, Umbarans move into more shadowy roles within his government. From deep within the intelligence apparatus, they lead efforts to root out anyone who is not unquestionably loyal to Emperor Palpatine, and they answer

only to the Emperor. They are so effective that even Emperor Palpatine's most dedicated followers grow to fear them, something that strengthens the anti-alien sentiment among many of the Emperor's closest advisers. The Umbarans are particularly disliked by officers of Imperial Intelligence, who resent the fact that they are subject to Umbaran scrutiny — a resentment that grows every time the Umbarans unmask a Rebel double agent in their ranks.

After the death of Emperor Palpatine and the collapse of his government, the Umbarans find themselves under threat from the Rebels they had hunted and the New Order supporters they had intimidated. Even before the fall of the Empire, however, Umbarans already begin to retreat from the galaxy. As the full scope of Emperor Palpatine's evil becomes more evident and knowledge of the atrocities committed in his name more widespread, the Umbarans grow embarrassed over their association with the Emperor, and they resume their reclusive ways. In fact, they withdraw even more fully than before, fearing retribution from the many species surrounding them.

Personality: Umbarans seem aloof, distant, and cold to all but their closest friends and family members, and it is a rare observer who has the patience to wait for an Umbaran to let his or her guard down. As such, the few Umbarans active beyond their homeworld tend to be regarded by other beings as ciphers.

Because of this emotional distance, many non-Umbarans mistakenly assume that Umbarans are indifferent to those around them. Nothing could be further from the truth. Although Umbarans keep their own affairs private, they constantly and quietly try to learn as much as they can about the affairs of others. The Umbaran knack for uncovering secrets has led to rumors that all members of the species are telepaths, but the truth is that they move about unnoticed simply because of their outsider status, listening and observing all the while.

Physical Description: Umbarans are thinly built humanoids with sunken eyes and pallid skin tones that range from snowy white to pale blue. Male Umbarans stand between 1.7 and 2 meters tall; females tend to be shorter and slighter of build.

Homeworld: Umbarans originate from the isolated, dark world of Umbara on the Outer Rim.

Languages: Basic and Umbarese.

Example Names: Sly Moore, Hant Tuff, Zan Palton.

Adventurers: Most Umbaran adventurers are hard-bitten loners who come off as antisocial in their interactions with others. They often work as bounty hunters, explorers, or administrators of remote facilities that are mostly automated. A few Umbarans have been known to work for intelligence organizations and corporations as spies, usually as "deniable assets."



■ UMBARAN

Attribute Dice: 12D
DEXTERITY 2D/4D
KNOWLEDGE 2D/4D+1
MECHANICAL 2D/4D
PERCEPTION 2D/4D+1
STRENGTH 1D+1/3D+2
TECHNICAL 2D/4D

Special Abilities:

Darkvision: Umbarans can see in the dark up to 20 meters. Darkvision is black and white only but otherwise functions as normal light.

Low-Light Vision: Umbarans gain 1D in low lighting conditions (exact conditions at gamemaster discretion), and retain the ability to distinguish color and detail under these conditions.

Light Sensitivity: Abrupt exposure to bright light (sunlight) blinds Umbarans for 1 round. In addition, they suffer a -1 pip penalty while operating in bright light without protective eye wear.

Perceptive: Umbaran gain a +2 bonus to Perception against con and bargain rolls.

Story Factors:

Influence: In situations where a character's reputation can be a factor, Umbarans gain a +2 pip bonus to con, bargain, persuasion, investigation and intimidation rolls.

Move: 10/12

Size: 1.5–2 meters tall

VERPINE

The Verpine have been spacefarers for all their recorded history, long before they had contact with other species. Verpine have traveled for so long that the name and location of their homeworld have been lost to antiquity. They are fascinated with technology in all its forms, and consider themselves to be experts in all technological fields. Any device that falls into Verpine hands is prone to being taken apart, reassembled, and improved with astonishing speed and skill. The asteroid field that the Verpine have transformed into a thriving colony is a testament to their mastery of technology.



Verpine society is guided by an absolute majority rule. Their natural communication ability enables the Verpine of a community to easily poll every individual Verpine within it. Each Verpine has an equal say in any governmental process, and the final decision is binding. This approach to government enables a single Verpine to speak with certainty about his or her community's stance on any given issue.

Personality: Deeply fascinated by technology, a Verpine will risk his or her life to protect valuable equipment. Verpine consider technology to be the best means for resolving a dilemma and are willing to improve existing equipment when necessary. Other species find Verpine to be personable and enthusiastic.

Physical Description: Their height and stick-like limbs give Verpine a gangly appearance. Their bodies are covered in green plates of chitin. Each Verpine has two large black eyes and dual antennae. Verpine have three digits on each hand and foot.

Homeworld: The Verpine's largest settlement is the Roche asteroid field, located in the Mid Rim. Verpine rely extensively on technology to make the asteroids habitable.

Languages: Verpine read, speak, and write Verpine, which they transmit to each other through organically generated radio waves.

Example Names: Garginoolaara, Jurfel, Kyli, Ned'lx, Suskafoo, Zix, Zraii.

Adventurers: Verpine are frequently technicians who may work with scouts, smugglers, or even pirates. They will almost always focus on creating and repairing technology.

■ VERPINE

Attribute Dice: 12D

DEXTERITY 1D+1/3D

KNOWLEDGE 1D+1/3D

MECHANICAL 1D+2/3D+2

PERCEPTION 1D+1/4D

STRENGTH 1D+1/3D

TECHNICAL 2D/3D

Special Abilities:

Microscopic Sight: +1D to search for small objects, due to their highly evolved eyes.

Body Armor: The Verpine's natural chitinous plate armor gives them a +1D bonus against physical attacks.

Organic Telecommunication: Because Verpine can send and receive radio waves through their antenna, they have the ability to communicate with other members of their species with specially-tuned comlinks. The range is very limited when they are activating individually (1 km) but greatly increases when in the hive (covers the entire Roche asteroid field).

Technical Bonus: All Verpine receive a +2D bonus when using their Technical skills.

Move: 10/13

Size: 1.7–2.2 meters tall

■ WEEQUAY

The Weequay are well-known throughout the galaxy for their violent tendencies and lack of individuality. Deeply spiritual, they worship a broad pantheon of deities, the most senior of which is known as Quay. Zealous Weequay perform ritual sacrifices in Quay's honor, at times resorting to murder. Such incidents have done little to dispel their violent reputation.

Each Weequay carries a spherical totem through which Quay allegedly speaks. The totem is used in times of great need to guide the Weequay, providing spiritual answers to individual questions. In practice, the Weequay asks a question, shakes the device, and waits for the answer to appear. A Weequay treats the totem's advice seriously and becomes angry and violent if such advice is questioned or ridiculed.

Male Weequay ply the galaxy as thugs, mercenaries, and hired assassins, while female Weequay rarely, if ever, leave Sriluur. A Male Weequay who leaves Sriluur grows and cultivates a long braid, which is then shorn off upon his return to the home-world in celebration.



Weequay who are born off-world or adopted into other societies at an early age often develop more individualistic personalities than their deep-rooted cousins.

Personality: Weequay are bullying, brooding, and superstitious by nature. Their culture does not assign names to individuals, as all Weequay are considered to be a part of the same whole. They maintain a sinister silence, refusing to speak in the presence of non-Weequay, preferring instead to use trusted intermediaries to do their talking for them. Those raised apart from traditional values find their own voices and seldom integrate well back into Weequay society.

Physical Description: Weequay are humanoids with thick, leathery skin that ranges in color from tan to dark brown. Their faces are lipless, with flat noses and a well-defined frill along each of their jowls. Males grow their black hair into long braids, while females are bald.

Homeworld: The arid planet of Sriluur in the Outer Rim.

Languages: A Weequay relies on pheromones to communicate with other members of his or her tribe. Communication between tribes involves the spoken language of Sriluurian, which consists of whispers, hisses, and throaty mumbles. Written Sriluurian involves a multitude of complex hiero-glyphics and pictograms.

Example Names: Weequay do not take names within their own society, though members of other species often give individual Weequay nicknames. Examples of such monikers include Adazian Liebke, Ak-buz, Ak-rev, Diergu-Rea Duhnes'rd, Fyg, Grimorg, Labansat, Nort Toom, Plaan, Que-Mars, Redath-Gom, Solum'ke, Sora Bult and Tas Kee.

Adventurers: Weequay are so attached to their tribes that it is rare for an individual to venture into the galaxy alone. It is far more common for bands of like-minded Weequay to ply their martial skills and propensity for violence as a group. Their quiet nature and ability to work as a team make them particularly attractive to the Hutt and various criminal syndicates as guards and enforcers. Thus, Weequay scouts and soldiers are quite common.

■ WEEQUAY

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+1

MECHANICAL 1D+1/4D

PERCEPTION 1D/4D

STRENGTH 2D/4D

TECHNICAL 1D/3D+2

Special Abilities:

Short-Range Communication: Weequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

Story Factors:

Houk Rivalry: Though the recent Houk-Weequay conflicts have been officially resolved, there still exists a high degree of animosity between the two species.

Move: 10/12

Size: 1.6–1.9 meters tall



WOOKIEES

Wookiees are widely recognized as one of the strongest and fiercest intelligent species in the galaxy. Wookiees have many customs and traditions that revolve around honor and loyalty, including the special bond called the honor family and the sacred pledge called the life debt. A Wookiee never uses his or her climbing claws in combat; doing this is considered dishonorable and a sign of madness.

Personality: Wookiees tend to be honorable, rash, loyal, and short-tempered.

Physical Description: Wookiees are large furry bipeds ranging in height from 2 to 2.3 meters.

Homeworld: The forest world of Kashyyyk.

Language: Wookiees speak Shyriwook, consisting of complex grunts and growls. They understand Basic but lack the ability to speak it.

Example Names: Chewbacca, Gorwooken, Groznik, Low-bacca, Ralrra, Rorworr, Salporin.

Adventurers: Wookiee adventurers usually start out as wanderers or explorers, but some find this path by forming an honor family with (or owing a life debt to) other adventures.



■ WOOKIEE

Attribute Dice: 12D
DEXTERITY 1D/3D+2
KNOWLEDGE 1D/2D+1
MECHANICAL 1D/3D+2
PERCEPTION 1D/2D+1
STRENGTH 2D+2/6D
TECHNICAL 1D/3D+1

Special Abilities:

Berserker Rage: If a Wookiee becomes enraged (the character must believe himself of those to whom he has pledged a life debt to be in immediate, deadly danger) the character gets a +2D bonus to Strength for purposes of causing damage while *brawling* (the character's *brawling* skill is not increased). The character also suffers a -2D penalty to all non-Strength attribute and skill checks.

When trying to calm down from a *berserker rage* while enemies are still present, the Wookiee must make a Moderate Perception total. The Wookiee suffers a -1D penalty to Perception and rolls a minimum of 1D for the check (therefore, while most Wookiees are enraged, they will normally have to roll a "6" with their Wild Die to be able to calm down). Please note that this applies to *enemies*. Close friends of the Wookiee can coordinate with the Wookiee to make this easier.

After all enemies have been eliminated (knocked unconscious, captured, killed or somehow otherwise restrained or stopped), the character must only make an Easy Perception total (with no penalties) to calm down.

Wookiee player characters must be careful when using Force points while in a *berserker rage*. Since the rage is clearly based on anger and aggression, using Force Points will almost always lead to the character getting a Dark Side Point. The use of the Force Point must be wholly justified not to incur a Dark Side Point.

Climbing Claws: Wookiees have retractable climbing claws which are used for *climbing* only. They add +2D to their *climbing* skill while using the claws. Any Wookiee who intentionally uses his claws in

hand-to-hand combat is automatically considered dishonorable by other members of his species, possibly to be hunted down — regardless of the circumstances.

Story Factors:

Reputation: Wookiees are widely regarded as fierce savages with short tempers. Most people will go out of their way not to enrage a Wookiee.

Enslaved: Prior to the defeat of the Empire, almost all Wookiees were enslaved by the Empire, and there was a substantial bounty for the capture of "free" Wookiees.

Language: Wookiees cannot speak Basic, but they all understand it.

Nearly always, they have a close friend who they travel with who can interpret for them... though a Wookiee's intent is seldom misunderstood.

Honor: Wookiees are honor-bound. They are fierce warriors with a great deal of pride and they can be rage-driven, cruel and unfair — but they have a code of honor. They do not betray their species or desert a friend. They may break the "law", but never their code. The Wookiee Code of Honor is as stringent as it is ancient. Atone-ment for a crime against Honor is nearly impossible — it is usually only achieved posthumously. But Wookiees falsely accused can be freed of their dishonor, and there are legends of dishonored Wookiees "coming back". But those are legends...

Move: 11/15

Size: 2-2.3 meters tall

YUUZHAN VONG

The Yuuzhan Vong come from the unknown reaches of space, entering the galaxy as invaders fueled by religious conviction. They have no connection to the Force and regard mechanical technology as blasphemous. Their starships, weapons, armor, and tools are genetically engineered lifeforms or created from the byproducts of such creatures.

After laying waste to many New Republic worlds, the invading Yuuzhan Vong are eventually overcome by the Galactic Alliance. Peace is restored, even though some Yuuzhan Vong remain behind in isolated corners of the galaxy. In time, the Jedi approach these few remaining Yuuzhan Vong, hoping to harness their advanced terraforming technology to restore many of the worlds ravaged during the invasion.

Surprisingly, the Yuuzhan Vong agree to help the Jedi, but their terraforming attempts are sabotaged by the Sith. The blame for these failures falls squarely on the Yuuzhan Vong, who are hated and feared. The Yuuzhan Vong and their Jedi accomplices are hunted down, and the Galactic Alliance falls beneath the onslaught of Imperial forces.



Personality: Although the Yuuzhan Vong become a more introspective people following their defeat at the hands of the Galactic Alliance, they remain capable, spiritual warriors. A great many feel that the galactic community will never accept them. Years of hostility, coupled with propaganda, have painted the Yuuzhan Vong in a sinister light that cannot easily be dispelled. Still, they maintain a code of honor that is often lost on those who do not understand them.

Yuuzhan Vong heroes are exceptional in many ways, not the least of which is their belief that they must evolve to survive — and that entails learning how to coexist with species traditionally regarded as weak or impure and letting go of their own prejudices. These rare Yuuzhan Vong see the road ahead as difficult, but worth traveling.

Physical Description: Yuuzhan Vong are humanoids with sloped foreheads, pallid skin, and dark hair. Their skin bears ritualistic scars and tattoos that add to their sinister appearance.

Homeworld: Unknown. The Yuuzhan Vong trace their origins to a place far beyond the known galaxy. At the end of the New Jedi Order era, the surviving Yuuzhan Vong are exiled to Zonama Sekot, a living planet rumored to be the seed of the original Yuuzhan Vong homeworld. Zonama Sekot retreats into the Unknown Regions at the beginning of the Sith-Imperial War, leaving a number of Yuuzhan Vong stranded in other remote corners of the galaxy.

Languages: The language of the Yuuzhan Vong is a halting, chilling tongue. Yuuzhan Vong rarely learn other languages, relying on bioengineered translators known as tizowyrms to translate for them.

Example Names: Nom Anor, Dooje Brolo, Malik Carr, Yomin Carr, Chine-kal, Nas Choka, Da'Gara, Elan, Kae Kwaad, Mezhan Kwaad, Kahlee Lah, Qurang Lah, Tsavong Lah, Ma'Shraid, Vua Rapuung, Shedao Shai, Than, Tu Shoolb.

Adventurers: Yuuzhan Vong society is divided into castes. Members of the intendant, priest, and shaper castes are often nobles and scoundrels, while members of the warrior caste are typically soldiers and scouts. The worker caste is made up of members of nearly any class, though the vast majority are Gamemaster characters. Due to their lack of connection to the Force, Yuuzhan Vong can never be Jedi.

■ YUUZHAN VONG

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/3D+2

PERCEPTION 1D/3D+2

STRENGTH 2D+2/5D+1

TECHNICAL 1D/3D+2

Special Abilities:

Force Immunity: Yuuzhan Vong are immune to all Force powers that involve *sense* or *alter*.

Move: 10/12

Size: 1.9–2.2 meters

define themselves and each other according to their colony of origin.

The harshness of Iridonia, their homeworld, forged in the Zabrak an iron will to survive.

Driven to escape their world, they sought to obtain the knowledge of space flight. When Duros scouts began exploring the Mid Rim Territories, they encountered Zabrak in eight sovereign colonies in five different systems. Though subjugated under the harsh rule of the Empire, the Zabrak colonies eventually regained their independence.

Zabrak possess a great amount of confidence, and they believe that there is nothing they can't accomplish. While this innate attitude could lead to feelings of superiority, most Zabrak don't look down on others. They believe in themselves and are proud and strong, but they rarely project any negativity toward those of other species.

Personality: Zabrak tend to be dedicated, intense, and focused, sometimes appearing obsessive and single-minded to other species.

Physical Description: Humanoid, distinguished by patterns of vestigial horns atop their heads. The average Zabrak stands 1.8 meters tall.

Homeworld: Iridonia or one of eight colonies in the Mid Rim region of space.

Language: Zabrak speak, read, and write Zabrak and Basic.

Example Names: Aagh Odok, Eeth Koth, Kooth Aan.

Adventurers: Zabrak adventurers love to explore the galaxy. No challenge is too big to deter a Zabrak. They range from scoundrels on distant colony worlds, to noble diplomats and merchants, to scouts, soldiers, and even Jedi.

■ ZABRAK

Attribute Dice: 12D

DEXTERITY 1D+1/4D

KNOWLEDGE 1D+1/4D

MECHANICAL 1D+1/4D

PERCEPTION 1D+1/4D

STRENGTH 1D+1/4D

TECHNICAL 1D+1/4D

Special Abilities:

Hardiness: Zabrak characters who are from the harsh world of Iridonia gain a +1D bonus to *willpower* and *stamina* skill checks.

Move: 10/12

Size: 1.6 to 2.1 meters tall

ZABRAK

The Zabrak are an early spacefaring race distinguished by patterns of vestigial horns on their heads. Zabrak hail from many worlds and have been spacefarers for so long that they



SPECIES GENERATION

There are over a million known worlds in the galaxy, and thousands of known intelligent alien species. The players and the gamemaster can always make up new aliens to populate the *Star Wars* universe.

When inventing new alien species, an important factor is *game balance* – don't design aliens that are so powerful that they overpower all of the other species. Humans are carefully balanced to have attributes between 2D and 4D; aliens should seldom be spectacularly superior to humans, and if they are, there should be a counterbalancing limitation.

Concept

When making up new alien species, the creator has to determine the who, what, when, where, why and how of the alien species. These basic issues govern biology, culture, psychology and many other factors, which help develop the new species into an interesting element of your *Star Wars* game.

This section presents an alien generation system and reviews some of the basic factors involved in designing believable new alien species.

There are many aliens presented in this volume – many of them are fairly esoteric. Chances are, if you crave a new alien species for your campaign, you'll find one within these pages neither you nor your players have ever heard of.

However, many gamemasters like to put their own imprint on the *Star Wars* galaxy by creating new worlds, creatures and aliens. If you prefer to create your own alien species, probably the simplest solution is to base your new alien on an existing chassis: take an established alien and change its attributes and special abilities around a bit to create a new being.

If you'd like to produce detailed original aliens, try out the alien generation system in this section. This system does one thing: generate game stats and appearances for carbon-breathing species – the predominate form of sentient life in the *Star Wars* universe. You can use these rules to generate more exotic aliens – like silicon lifeforms or energy beings which thrive in ammonia seas – with a little additional work, but the system is not intended to produce such results.

We recommend using the system as a guideline in developing your own species rather than as a random alien generator (though the system is set up to produce random results if you prefer to work that way). The process of creating a new alien species should be done with great care, especially if the species will be made available to players as character templates: take the time to think most of the aspects of the species through to assure that the creature is balanced, reasonable and interesting. That all said, let's get rolling.

Don Your Thinking Cap

The first step in alien creation is sitting down and thinking about your alien. You don't need to settle on details right now – that's what the creation system is for. But you should frame in your mind the objectives you want to accomplish by asking yourself a few questions.

How prominent will the new aliens be in your campaign? The amount of time you spend in detailing your alien depends largely on how much you plan to feature it in your adventures. Again, if all you need is a walk-on, you probably don't need to generate a complete alien civilization. Simple game stats and a

general description should be enough. On the other hand, if the characters are traveling to the aliens' homeworld to bring it into the Alliance, you need to know a lot more about your new species and its culture.

Do you already have any ideas about your aliens how they look, what their society is like, what environment they live in? Will your alien be a squat amphibian or a tall burly primate? Does it hail from a low-gravity world of grassy plains or from the undersea reefs of a waterworld? Is it a herbivore or scavenger? Does it honk really loud when it's scared? Does it read datapads or try to eat them?

If you are designing a new alien to play a specific role in an adventure, your adventure requirements might dictate or influence your design. For example, if you need a species of cowardly lemurs or if the big Imperial governor's hacienda is on a marshy world, you already know your aliens will be little hyper mammals or swamp-dwellers.

The more you can define your alien now, the better. As you go through the system, you'll have the opportunity to go with your original ideas, or set off in a new direction. But it is always best to have a goal in mind before you start. Of course, it can also be a fun creative exercise to randomly generate a species and come up with creative solutions to each apparent contradiction. Work the way you feel most comfortable.

ENVIRONMENT

Begin your alien generation process by selecting an environment your alien species evolved in. Either roll 2D or pick one of the following as the primary species habitat:

Dice Roll (D%)	Terrain Result
11-13	Barren
14-16	Desert
21-23	Forest
24-26	Glacier
31-33	Jungle
34-36	Mountain
41-43	Ocean
44-46	Plains
51-53	Wetlands
54-56, 61-63	Mixed
64-66	Exotic

Barren. Barren environments are typically arid ones, possibly with hostile environments. The ground is extremely hard, dry and cannot sustain most forms of life. The atmosphere is likely to be intolerable to humans. Aliens who thrive in a barren environment may not find human-standard environments hospitable without breath masks or other life-support aids.

Desert. Deserts are marked by a lack of plant cover with large stretches of bare ground. These are harsh, dry ecosystems and both the plants and animals found here will be very hardy and able to survive a long time without food or water. The ground on the desert may be rocky or sandy. Mountaintops can also be deserts due to the infertile ground and lack of rain. Temperatures in the desert are not moderated by any humidity and will be hot in the day and cold at night. Very cold deserts are called tundras; the ground stays frozen all year long, although the surface may thaw during a warm season and allow plants to grow.

Forest. Forests occur most commonly in temperate zones, but they can also occur in very cold or warm areas (see the "Jungle" entry for tropical forests). In great forest ecosystems, the trees will probably be the most prevalent forms of life – or at least the most obvious. Small plants do not survive well in large forests, though tiny ones thrive by living off the decay and the refuse of the trees. Animals flourish in forests, most of which are herbivores that subsist on the trees almost entirely. Carnivores keep the population of the herbivores under control, and they tend to be larger and stronger than carnivores in other areas.

Glacier. Glaciers are huge frozen sheets of ice that can be several kilometers thick. Some places are permanently locked into a frigid environment (such as polar regions and planets far from their stars' warming rays), while others are simply passing through an ice age. In the former case, life will have evolved to thrive in this environment, and have suitable protection against the cold. In an ice age scenario, the dominant species may not be entirely adapted to the environment, but is hardy or clever enough to survive.

Jungle. Tropical forests that receive a great deal of precipitation are called jungles or rain forests. These ecosystems support different subsystems at different heights in the trees. These may be so separated that there is no contact between the creatures in the canopy and those on the forest floor.

Mountain. Mountainous planets have been (or still are) home to a great deal of geologic activity. The mountains may range from small hills to huge alps, but if they characterize a species'



main environment, they are probably fairly large. Many life-forms live in mountainous environments. They are usually hardy, sure of foot, and accustomed to thriving in rarefied atmospheres.

Ocean. A species from an ocean environment may be a marine life form or live primarily on the surface (like seabirds). Oceans may be very deep or merely large and shallow, depending upon whether or not geologic activity has created great mountainous regions on the ocean floor. Ocean depths are sparsely inhabited and will have strange creatures unused to any light and living off the heat of volcanic vents. Coastal waters are the richest ecosystems with plenty of light and minerals and many forms of plant and animal life. On worlds with a large moon or those which circle a gas giant, coastal areas will be subject to tides that leave some land exposed part of the day. Such conditions often give rise to amphibious creatures.

Plains. Plains get less rainfall than forests and this keeps the plants from reaching great heights. Plains (or grasslands), may feature a tree or two, but they are few in number with a lot of space in between. Plains animals are often accustomed to traveling great distances in search of food or water. Veldts (plains located in hot climates) have more types of life forms than cool grasslands. Herbivores and insects live on the plains, and the carnivores that prey on them tend to be speed-oriented. There aren't as many places to hide in the grasslands, so the animal life must be fast, strong or both.

Wetlands. Wetlands can take the form of ponds, marshes or swamps. Most wetlands are in warm climates, but this is not a prerequisite (bogs and fens are as likely to be found on highland moors as tropical river deltas). Wetlands support a vast array of lifeforms of every type.

Mixed. The environment is a combination of two other terrain types. Roll twice on this table. You can discard contradictory results if you like, but it may be a fun challenge to invent an explanation for a desert-wetlands combination. Note that some apparently contradictory combinations are perfectly plausible. A glacier-plains combination, for example, describes a tundra perfectly.

Exotic. Exotic environments can encompass all sorts of unusual conditions, from volcano worlds riddled with underground caves, to rarefied strata of gas giant atmospheres (you can find some additional ideas in the "Planets" chapter). If you like, roll on this table again, ignoring this result. Use whatever is rolled as a "basis" for an alien ecosystem, then go from there. For example, if you roll "Forest," the forest might be made of magnesium and heavy metal "trees" and have animals that feed on these compounds in it.

SPECIES ORIGIN

With your environment in mind, it's time to select a basic origin for your species. The following categories are not all-inclusive, and to streamline things some disparate species are grouped together. Feel free to further specialize the system if you'd like to get more specific. Select one of the following or roll 2D to get the basic biological form of your species (the values are weighed in favor of species types common in the *Star Wars* galaxy, namely mammals, reptiles and insects). Disregard

any obvious clashes between environment and origin (unless you really want to explain aquatic aliens living in a desert).

Dice Roll (2D)	Origin Result
2	Plant
3	Soft Invertebrate
4-5	Insect
6-7	Reptile
8-9	Mammal
10	Hard Invertebrate
11	Aquatic
12	Avian

Plant. Plants synthesize energy from water, nutrients in soil, and sunlight. They are the lowest and most common niche in an ecosystem. They tend to be immobile and typically possess only passive natural defenses such as burrs.

Sentient plant species are usually immobile, but some species can move about in search of better soil, light or nutrients. They can be very difficult to communicate with since their entire existence is based upon a life where food is present every day and they lack many concepts humans and other animals find natural.

Soft Invertebrate. Soft invertebrates include species descended from soft-bodied creatures without bones, such as worms, slugs or snails, or octopus. These creatures may eat either plants or animals and can form colonies or stay independent. They can take many forms, and some species are able to change form as necessary. They usually move about using muscles, and some creatures have very unusual internal structures that give them some of the rigidity necessary to enable swift movement.

Insect. Insects are arthropods (for simplicity's sake, arachnids are lumped in with insects). Most have well-defined segmented bodies consisting of a head, thorax and abdomen. Others have evolved into other forms (there are some humanoid insect species out there). Insects may have any number of jointed legs, usually have exoskeletons, and some have wings. Sentient insects may be carnivores, omnivores, herbivores, or scavengers.

Reptile. Reptiles are cold-blooded vertebrates which usually have a bony skeleton and a body covered in scales or bony plates species like snakes, lizards, turtles, or crocodiles. Most reptile species live on land and lay eggs. These species may be carnivores, omnivores, herbivores, or scavengers.

Mammal. Mammals are warm-blooded vertebrates who nourish their young with milk secreted from mammary glands. Most mammals are covered in hair or fur (though like humans, body hair might be extremely fine). A great many sentient species in the *Star Wars* galaxy are mammals. Mammals may be carnivores, omnivores, herbivores, or scavengers.

Hard Invertebrate. Hard invertebrates have hard outer bodies and no internal skeleton. They often have jointed legs. Examples include crustaceans and some flying creatures. These species can be very diverse. Technically, insects are also hard invertebrates, but they get their own category above. Most hard invertebrates are carnivorous or scavengers, but some may be herbivores.

Aquatic. This category includes species descended from creatures that lived in marine environments. While these beings may be amphibian, mammalian, reptilian, or fish-like, they are grouped into this one category to make indexing easier. These species may be carnivores, omnivores, herbivores or scavengers. Sentient marine beings may breathe air instead of water if desired, or both.

Avian. This category includes species descended from warm-blooded, feathered, winged creatures. The species may still be able to fly, or might have evolved to live on the ground. Fliers normally have light bones or incredibly powerful muscles, so that they can stay aloft. These species may be carnivores, omnivores, herbivores, or scavengers.

ECOLOGICAL NICHE

With your species origin in mind, you can consider what role it played or continues to play in its ecology. Are your aliens herbivores or carnivores? Deciding what niche of the ecosystem your new species springs from goes a long way towards defining that species.

Determine the ecological niche of your species by either rolling 1D or picking one. Omnivores and carnivores are given a better chance of occurring because their dining habits encourage both aggression and innovation – presumably important factors in developing sentience.

Die Roll (1D)	Niche Result
1	Herbivore
2-3	Carnivore
4-5	Omnivore
6	Scavenger

If your new alien is a plant life form, you can skip this step. Only if your plant is carnivorous or otherwise unusual (aside from being mobile and sentient) do you need to worry about its ecological habits.

Herbivore. Herbivores are plant-eaters. Natural defenses can include acute senses, high movement speeds, armor, and natural weapons that can be used in combat.

Sentient herbivores may be skittish, oriented toward large groups and not as aggressive as species descended from carnivores and omnivores. Herbivores tend to have speed or passive defenses (armor or camouflage for example) to protect themselves from predators.

Carnivore. Carnivores are meat-eaters, normally preying on herbivores or smaller and weaker carnivores. They often compete with one other, although carnivores in the same ecosystem will often evolve unique abilities that differentiate them from other carnivore species.

There are few standard characteristics of carnivores: some are solitary while others are highly social and hunt in packs. Some carnivores are active only during daytime, others only at night; some are highly territorial, while others are migratory. In general, like most animals, carnivores will adopt behaviors most likely to preserve and continue the species.

Sentient carnivores are descended from hunters, and may be cunning, aggressive and violent. They may have special adaptations, such as claws, poisonous bites or other items that enable them to attack and kill prey. Since the species has evolved intelligence and has probably begun using tools, the species may have lost these adaptations. Carnivores may also move fast, though others might lie in wait for prey instead.

Omnivore. Omnivores are creatures that eat both plants and animals. They usually compete with carnivores for prey, and often hunt some of the carnivores themselves. These creatures are highly variable, adopting whatever behaviors and evolving whatever traits are most likely to enable them to survive (those that don't evolve die out).

Sentient omnivores can be competitive and aggressive, but may also be curious, eager for contact with new and unknown beings and cultures. They may have natural defensive abilities or offensive ones.

Scavenger. Scavengers are the final primary niche in ecosystems. Scavengers survive by feeding off the remains of animals or plants after they have been killed. They are seldom as strong or dangerous as the hunters that made the kill, but do often have formidable natural defenses. (We count scavengers as omnivores in the tables included later in this chapter.)

Because of the varied nature of homeworlds, there are no hard and fast characteristics of this species, except that because it is evolved from a scavenger, it is clearly not the most dangerous or powerful form of life on the planet.

APPEARANCE

The physical appearance of an alien will follow directly from the environment and evolutionary stock, so now that you have established these aspects of your alien, refine its physical appearance. Just knowing whether the alien is a reptile or insect gives you a big head-start.

Most *Star Wars* aliens are humanoids, so we can start there if we like by giving our alien two arms and two legs (or tentacles, maybe). Sentient beings need a way to manipulate their environment, so they should have hands, pincers, suction cups or something at the end of at least one of these appendages. They also have heads in the usual place, though the appearance of the head, and the number of sensory organs located in it are for you to determine.

The other features of an intelligent species are likewise open to the imagination. If a species does not have a special need for camouflage it can be any color you like. Keep in mind that most creatures evolve towards efficiency and not away from it, so there shouldn't be too many contrasting features on one creature.

You can take this opportunity to develop some of the biological and cultural details of the species. How do the aliens reproduce, for example? Are there more (or less) than two sexes?

By the way, you might want to revisit this step after assigning special abilities to your alien. Some special abilities can have a big impact on appearance. For example, if you give your species the ability to fly, it should have at least one pair of wings.

TECHNOLOGICAL DEVELOPMENT

As intelligent species begin to develop, they form societies with a distinct culture. One measure of the development is the technological level achieved by the most advanced group of the species. Most newly discovered species in the frontier region of space have low technology levels. This is because as a species' technology improves, the species is more likely to have already contacted galactic civilization. As one ventures further into the unexplored wilderness, the probability of discovering a high technology species, while not great, does increase.

Bear in mind that not all cultures develop at the same pace, and that technological breakthroughs may come in a different order than they did on Earth (our own real-world model). For example, one society may develop computers without having first developed printing presses, or continue to use steam-powered vehicles while developing space-worthy craft.

Dice Roll

(2D)	Tech Result
2-5	Stone
6-8	Feudal
9	Industrial
10	Atomic
11	Information
12	Space

By the way, the reason we're determining technological level now is so we know whether or not we need to add special skills to the alien's stats. If the culture is at a Stone or Feudal level, we'll probably have to include some specialized primitive weapons skills.

Stone. Stone-level civilizations are marked by small social groups, the use of simple tools and primitive agriculture. The tools are usually able to be made by anyone in the society and there is little need for trade. Food can be provided through hunting (if carnivorous) or gathering wild foods (if herbivorous) or through early methods of cultivation. Transportation is by foot, with no organized road network. Communication is by storytelling and pictures.

Feudal. Feudal-level civilizations are distinguished by extensive social contact on a regional basis and simple manufactured goods. The most advanced tools must be made by specialized workers and factories. Agriculture occupies most of the society and consists of herding bred animals or farming planted crops. Transportation is by harnessing animal, wind or water power; road networks do exist. Communication includes the use of a hand-written language.

Industrial. Industrial-level civilizations have the population split between agriculture and manufacturing, as society interacts at a continental level. Mass production is used to create the most advanced tools. Transportation and agriculture become motorized and electricity from burning fuels is the common source of power. Communication includes the mass production of written text and simple electrical messages like the telegraph.

Atomic. Atomic-level civilizations see more efficient mass production, and manufactured goods become available on

almost all societal levels. Advanced alloys and plastics are produced, space travel begins, and transportation, communication, medicine and business fields continue to grow.

Information. Information-level civilizations have a global community, marked by rapid dispersal of information to all inhabited parts of the world. Automation dramatically increases efficiency in factories and agriculture. Atomic power and solar power are understood and used for large energy demands, while more advanced energy sources are being explored. In-system space travel is common and colony ships are possible. Early droids and energy weapons appear; repulsorlift is likely to be discovered soon.

Space. The Old Republic, Empire, New Republic, and Galactic Alliance are all Space-level civilizations. These civilizations are characterized by extra-system colonization, hyperspace travel, droids, personal energy weapons, and very efficient industry. Multiple planets may be economically interdependent.

CREATING STATS

Having established a background and appearance for your alien, we need to move into generating some game stats for it. Here's what a blank alien template looks like. To create your alien, you need to fill each of these slots:

ALIEN STAT TEMPLATE

Attribute Dice:

DEXTERITY

KNOWLEDGE

MECHANICAL

PERCEPTION

STRENGTH

TECHNICAL

Special Skills:

Special Abilities:

Story Factors:

Move:

Size:

ATTRIBUTE DICE

Attribute dice are the building blocks of your species. The value in this slot determines how many dice and pips can be distributed among the attributes when creating a new representative of this species.

A value of 12D is considered average in the *Star Wars* game system, so most gamemaster characters should be in that range (some species will be somewhat more or less capable than the norm, of course). Add 6D to that base level for player characters and key gamemaster characters to represent their superior hero/villain status.

Use this table if you'd like to generate random results:

Roll (2D)	Attribute Dice
2	8D
3	9D
4	10D
5-6	11D
7-9	12D
10-11	13D
12	14D

ATTRIBUTE DIE RANGES

Each species has a separate listing for each attribute (*Dexterity, Knowledge, Mechanical, Perception, Strength, and Technical*) that looks something like this: 1D/4D+2. This value is your die range: in allocating attribute dice to attributes, you cannot go below the first number or above the second number.

Humans, representing the default average in the *Star Wars* rules, have a 2D/4D minimum/maximum in all attributes. Aliens vary more because they have particular strengths and weaknesses humans do not have; one species may be extremely strong but also poor in mechanical skills while another is highly perceptive but clumsy.

You can allocate die ranges however you like. Often, decisions you have already made about your species will guide you toward certain ranges. For example, if you have already decided that your species is fast and small, you may well assign a higher die range to *Dexterity* and a lower range to *Strength* to reflect both the alien's speed in combat and its overall weakness (in general, small beings possess less physical strength than big ones). Be reluctant to go below 1D or above 6D without good reason (in the latter case remember that players using your alien will start off with 6D in every skill under the relevant attribute before allocating attribute dice — a potentially game-wrecking situation).

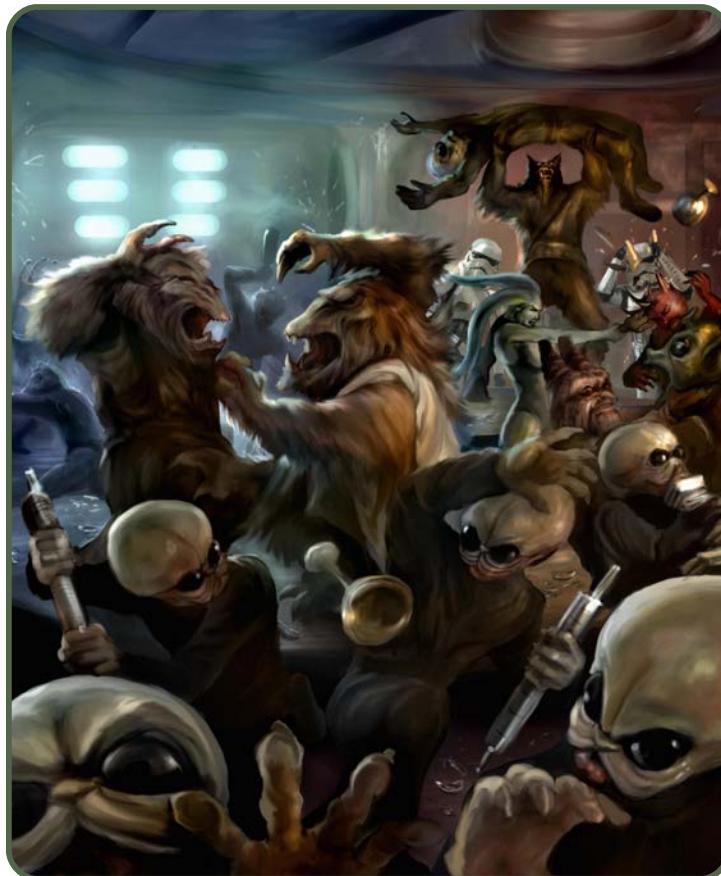
If you haven't made these decisions, you can either make them now or roll 3D on the following table for each attribute:

Roll (3D)	Attribute
3	1D/2D
4	1D/2D+1
5	1D/2D+2
6	1D+1/3D
7	1D+1/3D
8	1D+1/3D+1
9	1D+2/3D+1
10	1D+2/3D+2
11	1D+2/3D+2
12	2D/4D
13	2D/4D
14	2D/4D
15	2D+1/4D+1
16	2D+2/4D+2
17	3D/5D
18	4D/6D

When you've finished determining your die ranges, add up your minimums to make sure they are equal to or below the attribute dice. Then add up the maximums to ensure they are *at least* 6D above the attribute dice. If something is amiss, tweak the ranges until everything squares up.

SPECIAL SKILLS

By now you should have a good idea of what sort of alien is taking shape. Here is where it starts to take on personality in terms of game stats. If your species has any unique or specialized skills, list them here.



Most special skills reflect knowledge picked up living lifestyles different from the galactic norm. Now that you know the tech level of your species, decide if new skills are warranted. In general, the closer the species is to the Space tech level, the less need there is for special skills. (An exception is a species which has developed an alternative advanced technology which has no direct counterpart in galactic society.)

Primitive cultures, on the other hand, rely on skills long discarded by more advanced societies. A member of a primitive culture may be adept at using a bow or spear, farming, crafting war chariots, or using banthas for transportation. You may either give the alien the option of taking these new skills or compel him to do so (giving an alien a beginning bonus in taking certain skills is a special ability – see below).

Other special skills reflect differences in an alien's physiology that make performing new tasks possible. *Flight* is a common special skill based on a physical attribute – that of possessing wings and a light aerodynamic body. Other possibilities include *telepathy* or a fighting style dependent on having a certain number of limbs. Particular alien species may actually be so different they must have new skills to replace the normal ones. For example, a gelatinous species may use *aversion* instead of *dodge* because they can actually change shape fast enough to avoid blaster bolts.

Note that special skills of this type merely reflect the use of a unique physiological trait. The trait itself is listed under special abilities (which we'll get to in just a moment). For example, an alien cannot have a special skill of *flight* unless he also has

wings and a corresponding ability to fly a special ability. (Don't get confused if you find a few aliens published in other *Star Wars D6* books that seem inconsistent with the instructions in this paragraph – over the years, some inconsistent applications of this rule have crept into the game. It isn't a serious problem, mind you; we just mention it so you know that there are exceptions to the rule floating around out there.)

Don't feel that you simply *must* generate special skills for your alien, by the way. If a compelling justification for including them isn't suggesting itself to you, you can probably skip this step and not lose any sleep about it. The majority of aliens in this book lack special skills, including most of those from primitive societies.

Because special skills are not often used in designing a new alien, we're not offering an exhaustive list of random solutions. If you're randomly generating an alien, either skip this step entirely or pick one of the samples listed below:

• **Dexterity skills:**

Thrown Weapons: bows, rocks, sling, spear: Time to use: One round. The character may take the base skill and/or any of the specializations.

• **Knowledge skills:**

Agriculture: Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

• **Mechanical skills:**

Beast riding: bantha: Beginning characters must allocate a minimum of 1D to this *beast riding* specialization.

• **Strength skills:**

Flight: Time to use: one round. Use this skill when the character flies. The character begins with a flying speed of 30 and may improve his flying speed as described in the "Movement & Chases" chapter.

SPECIAL ABILITIES

Special abilities are species-wide traits which help the alien thrive in its natural environment. These are generally physiological traits, such as natural weapons and armor (claws, barbed tails, tough hides, and the like), but can also indicate special aptitudes such as a talent for picking up alien languages.

What is true of *all* special abilities is that they are specific to the species in question; they cannot be learned by members of other species. This is the biggest difference between special skills and special abilities.

There are a couple of ways to approach this section. You can simply peruse the lists of aliens provide in various *Star Wars D6* supplements if you like, picking and choosing whichever special abilities appeal to you. You can also obtain random results if you prefer – just be sure that the special abilities you wind up with work with your alien (desert-dwelling mammals with the ability to breathe underwater might excite some comment among your players).

Alternatively, you can buy attributes at a cost of 1D, using dice from your pool of attribute dice (you get 1D back for every penalty you buy). This method is a good one to use if you are letting your players design their own new species, since it encourages economy.

Naturally, this section just scratches the surface when it comes to special abilities. If you don't see a special ability here you'd like to use for your alien, find an alien from another *Star Wars* D6 resource who does have it and borrow it, or make up your own.

If you want help in determining how many special abilities your alien has, roll on the following table:

Roll (3D)	Number of Special Abilities
3	4
4-6	3
7-9	2
10-14	1
15-18	0

Natural Weapons

Does your alien have any natural weapons? If so, you'll need to determine what sort it has. Remember that your alien doesn't need to be a predator in order to have weapons like claws or sharp teeth; many herbivores have defensive weapons as well.

The default damage done by natural weapons on the Weapons Table is STR+1D. To generate another value, either pick one or roll on the table below:

Roll (2D)	Result
1-3	STR damage
4-5	STR+1 damage
6-7	STR+2 damage
8-9	STR+1D damage
10	STR+1D+2 damage
11	STR+2D damage
12	STR+3D damage

Natural Armor

Does your alien have some sort of natural protection against his enemies? If so, you need to decide what sort of armor it is, and how much protection it affords. Armor can be anything from a thick layer of blubber to scales to chitinous armor plating.

The default armor bonus on the Natural Armor Table, is +1D (and +2D in cases where a contrast is needed). Again, replace it if you like by rolling on Default Armor Bonus table below:

Roll (1D)	Result
1	+1
2	+2
3	+1D
4	+1D+1
5	+1D+2
6	+2D

WEAPONS TABLE

Roll (2D)	Result
2	Claws: Alien can use his claws to inflict STR+1D damage.
3	Tail: Alien can use his tail as a weapon to do STR+ 1D damage.
4	Fangs: Alien's sharp teeth do STR+1D damage.
5	Tusks: The sharp tusks of the alien inflict STR+1D damage.
6	Beak: Alien's sharp beak inflicts STR+1D damage.
7	Kick: Alien's powerful kick does STR+1D damage.
8	Talons: Alien's powerful talons do STR+1D damage
9	Pincers: Alien pincers are sharp and very strong, inflicting STR+1D damage.
10	Trampling: Alien tramples for STR+1D damage.
11	Body Spikes: Alien can use these sharp weapons in combat, causing STR+1D damage.
12	Venom: Does STR+1D damage in stun damage only.

NATURAL ARMOR TABLE

Roll (1D)	Result
1-2	Natural Body Armor: The alien's thick hide provides + 1 D against physical attacks. It gives no bonus against energy attacks.
3-4	Natural Body Armor: The alien's thick hide provides + 1 D against both physical and energy attacks.
5-6	Natural Body Armor: The alien's thick hide provides +2D against physical and +1D against energy attacks

Other Special Abilities

Aside from weapons and natural armor, there are several other types of special abilities. These are tackled in the next few sections. You probably won't be use all of the sections for one species unless you want to decorate your alien like a Christmas tree.

Again, you can browse the lists at your leisure or let the dice decide using the table below:

Roll (1D)	Result
1-2	Skill Bonus
3-4	Constant Ability
5-6	Beginning Character Ability

Skill Bonus. Some special abilities add a bonus to a certain skill at all times. For example, Noghri have natural stealth; whenever they use *hide* and *sneak* skills, they receive a +2D bonus. You can easily modify many of these choices by substituting new skills.

Beginning Character Abilities. Still other special abilities provide a bonus at the time a character is created. New Ewok characters receive 2D for every 1D they spend on *hide*, *search*

SKILL BONUS TABLE

Roll (3D)	Ability Result
3	Climbing Claws: Alien has climbing claws which are used for climbing only. They add +2D to his <i>climbing</i> skill while use the claws.
4	Jumping: Alien's strong legs gives him a remarkable jumping ability. He receives a +2D bonus for his <i>jumping</i> skill.
5	Natural Camouflage: The alien gets +2D to <i>sneak</i> in his natural terrain (insert the appropriate environment here). This advantage is negated when the alien is not in this terrain.
6	Prehensile Tail: The alien has a prehensile tails and can use it as an extra limb at +1D+1 to his <i>Dexterity</i> .
7	Special Balance: +2D to all actions involving <i>climbing</i> , <i>jumping</i> , <i>acrobatics</i> , or other actions requiring balance.
8	Stamina: Due to the harsh nature of his homeworld, the alien receives a +2D bonus whenever he rolls his <i>stamina</i> and <i>willpower</i> skills.
9	Stealth: Alien has such a natural ability to be stealthy that he receives +2D when using his <i>hide</i> or <i>sneak</i> skills.
10	Swimming: Swimming comes naturally to the alien, who gains +1D to <i>dodge</i> and +3 to Move underwater.
11	Agriculture: Alien receive a +2D bonus to his <i>agriculture</i> (a <i>Knowledge</i> skill) rolls.
12	Intimidation: Alien gains +1D when using <i>intimidation</i> due to his fearsome appearance.
13	Teaching Ability: The alien may advance all specializations of the <i>scholar</i> skill at half the normal Character Point cost.
14	Wilderness Survival: Alien has an innate sense of survival in wilderness terrains and gets a +1D when making <i>survival</i> rolls regarding either mountains or plains.
15	Enhanced Vision: Alien adds +2D to <i>search</i> rolls based on visual acuity.
16	Musical Aptitude: Alien a talent for music, and gains a +1D bonus to any skill rolls that involve music (singing, playing instruments, etc.)
17	Acute Senses: Because of his keen eyesight and hearing, the alien receives a +1D when using the <i>search</i> skill.
18	Sense Vibrations: Alien is attuned to movements and vibrations and can sense approaching objects in contact with the ground up to 60 meters away. Using this ability requires a Very Easy <i>Perception</i> roll.

BEGINNING CHARACTER ABILITIES TABLE

Roll (2D)	Ability Result
2	Affinity for Business: At the time of character creation only, the character receives 2D for every 1D of skill dice allocated to <i>bureaucracy</i> , <i>business</i> , <i>bargain</i> , or <i>value</i> .
3	Aquatic Survival: At the time of character creation only, the character receives 2D for every 1D allocated to the <i>swimming</i> and <i>survival: aquatic</i> skills.
4	Climbing: At the time of character creation only, the character receives 2D for every 1D allocated to <i>climbing/jumping</i> .
5	Combat Finesse: At the time of character creation only, the character receives 2D for every 1D allocated to the <i>melee weapons</i> , <i>brawling</i> and <i>thrown weapons</i> skills.
6	Cultural Learning: At the time of character creation only, character receives 2D for every 1D of skill dice allocated to <i>cultures</i> , <i>languages</i> or <i>value</i> .
7	Dexterous: At the time of character creation only, character gets +2D bonus skill dice to add to <i>Dexterity</i> skills.
8	Farming: At the time of character creation only, the character receives +2D bonus skill dice, which may only be used to improve the following skills: <i>agriculture</i> , <i>business</i> , <i>ecology</i> , <i>value</i> , <i>weather prediction</i> , <i>bargain</i> , <i>persuasion</i> , and <i>first aid</i> .
9	Weapons Knowledge: Because of great technical aptitude, the character receives an extra 1D at the time of character creation only which must be placed in <i>blaster repair</i> , <i>capital starship weapon repair</i> , <i>firearms repair</i> , <i>melee weapon repair</i> , <i>starship weapon repair</i> or an equivalent weapon repair skill.
10	Mechanical Aptitude: At the time of character creation only, the character receives 2D for every 1D allocated to any <i>Mechanical</i> skills.
11	Stealthy: At the time of character creation only, the character receives 2D for every 1D allocated to the <i>hide</i> , <i>search</i> and <i>sneak</i> skills.
12	Technical Aptitude: At the time of character creation only, character receives 2D for every 1D allocated to any <i>Technical</i> skills.

CONSTANT ABILITIES TABLE

Roll (2D)	Ability Result
2-3	Aquatic: Alien can breathe both air and water and can withstand extreme pressures found in ocean depths.
4-5	Flight: Alien can fly at a Move of 14 and may improve flying Move as described in the Skills and Attributes chapter. The alien can use <i>flying</i> in conjunction with one other skill in the same round without the normal -1D penalty.
6-7	Gliding: Alien can glide. On standard-gravity worlds, he can glide up to 15 meters per round; on light-gravity worlds he can glide up to 30 meters per round; and on heavy-gravity worlds, that distance is reduced to 5 meters.
8-9	Infrared Vision: Alien can see in the infrared spectrum, giving him the ability to see in complete darkness if there are heat sources to navigate by.
10-11	Night Vision: Alien has excellent night vision and can see in darkness with no penalty.
12	High-Temperature Tolerance: Alien can endure hot, arid climates, and suffers no ill effects from high temperatures (until they reach 85 degrees Celsius).

PENALTY ABILITIES TABLE

Roll (2D)	Ability Result
2-3	Delicate Build: Due to the alien's fragile bone structure, he suffers a -2 modifier to all <i>Strength</i> rolls to resist damage.
4-5	Breath Masks: To survive in standard atmospheres, alien must wear a breath mask. Without the mask, it suffers a -1D penalty to all skills and attributes.
6-7	Technological Ignorance: Alien knows almost nothing about technology and has a difficult time grasping new concepts. He suffers a -1D penalty whenever he attempts to use any item more advanced than simple stone age-era tools (until gamemaster deems he has become acclimated to them).
8-9	Light Gravity: Alien is native to a light-gravity world. When on standard-gravity worlds, reduce his Move by -3. Unless he's wearing a special power harness on such worlds, also reduce his Strength and <i>Dexterity</i> by -1D (minimum of +2; he can still roll, hoping to get a "Wild Die" result).
10-11	Poor Vision: Alien has poor vision and suffers a -1D penalty for actions involving vision at a range of greater than 50 meters.
12	Voice Box: Alien is unable to pronounce Basic, although he can understand it perfectly well.

STORY FACTORS TABLE

Roll (1D)	Result
1	Aggressive: Members of this species are very aggressive and respect only power.
2	Blood feud: The alien species has declared a blood feud with another species due to some great disagreement. Members of this species are morally obligated to seek the death of any member of the other species they encounter.
3	Enslaved: The species has been enslaved en masse by the Empire. Its members are restricted to labor camps on their homeworld, and those who travel the stars are in constant danger of being captured and returned.
4	Religious Observances: Members of this species are forbidden to eat in the company of aliens or sleep in the same room.
5	Pacifist: The alien's culture is traditionally against violence in any form. Individual members may flout this taboo, but are cast out of their society if they are found out.
6	Wealth: The species is a very wealthy one, and most of its members have a very high standard of living.

and *sneak* skills. Sluissi receive an extra 4D for beginning skill dice which must be applied to *Technical* skills, and may also place up to 4D in a beginning *Technical* skill instead of the normal 2D limit.

Constant Abilities. Other special abilities do not directly impact the mechanics of the game; they simply allow an alien to do things other aliens can't. The bird-like Shashay can use their wings to glide through the air. Balinaka can see in the dark. Quarren can breathe both water and air with no penalties.

Penalties. Aliens are not all advantages and no disadvantages. There are downsides too. If some sort of penalty makes sense to you, either for play balance or because the alien's background demands it, you can find a good sampling of negative special abilities in the Special Abilities tables above.

STORY FACTORS

Story factors affect most, if not all, members of given species. Story factors include notes on the alien's culture, life cycle or beliefs other people hold about the species in general.

Examples include the Wookiee's reputation for ferocity, the fact that all Noghri are sworn to serve Darth Vader and his family, and that Rodians are often bounty hunters and therefore feared by other species.

Story factors are usually very specific to the culture and situation of the species. You should develop them to fit the alien rather than the other way around. The Story Factors table provides a few examples you can use as a basis for your own story factors.

MOVE AND SIZE

We're almost at the bottom of the list. Just roll on the following table twice (once for Move and once for Height), and you're finished.

If your alien is not a humanoid, you might have to play around with the height a bit. Move also doesn't take into account special abilities such as swimming or flying (add 3–5 points to Move in these cases).

Roll (3D)	Move	Height (in meters)
3	4/5	0.8
4	5/6	0.9
5	7/9	1.0
6	8/10	1.2
7	9/11	1.4
8	10/12	1.6
9	10/12	1.6
10	10/13	1.8
11	10/13	1.8
12	10/14	2.0
13	10/14	2.2
14	10/14	2.4
15	12/15	2.6
16	12/16	2.8
17	13/17	3.0
18	14/18	3.2

WRAP-UP

At this point, you probably have a jumble of notes and some stats for your alien. Now you need to finish fleshing out the culture and society of your species. Use the stats and results you've gotten thus far as raw material for developing your aliens. You might need to make adjustments.

What is the basic psychological profile of the species? Are they quick to anger, or are they cunning and crafty? How do these aliens behave in the face of danger?

The creator must decide how the alien species' society is structured, and how this structure has been modified by the presence of the Imperial and New Republic governments. Do the aliens still have their own government, or were they subjugated by the Empire (as an aside, the Empire very rarely toppled the native power structure – as long as the government was subservient to Emperor Palpatine, the local governors seldom saw the need to replace the existing bureaucrats). If you are playing in the New Republic setting, are the aliens allied with the New Republic, the Empire, or are they staying neutral?

What kind of government do the aliens have? Do they elect officials, or have tribal representatives, or is the whole species run by a giant corporation? Is the government answerable to the people, or does the government control the behavior of citizens? Do the aliens even have a government?

Are the aliens strictly hierarchical, or are members of the society individualistic, preferring to personally make choices about things like their career and mate?

What does the species value: wealth, family ties, exploration, scientific discovery or something else? What kinds of careers do the aliens pursue – do they like to be traders, scientists, adventurers, or a variety of things? Do the aliens pick one career and stick with it, or do they change careers, jobs, homes, and even mates with amazing swiftness?

How much contact has the species had with the galaxy? Have they traveled the starlanes for thousands of years, or were they discovered and subjugated by the Empire in the past few decades? How much technology did the species develop on its own, and how well are the people adapting to any new technology introduced by traders and explorers?

Have the aliens spread from their homeworld to other planets? Do they have a number of colonies, or have large numbers of them emigrated to other planets in search of employment, wealth, adventure or something else?

During the process, if you see a new direction you'd like to go in, go for it. Don't be afraid to go back and change things just because you've already decided an issue. Creation is a malleable and fluctuating process. Go with it and have fun!



CREATURES

In my time with the Rebel Alliance, I have seen many wonderful and unusual things, from vast fleets of starships engaged in fierce battle, to dens of iniquity that would make the most grizzled Corellian pirate uneasy.

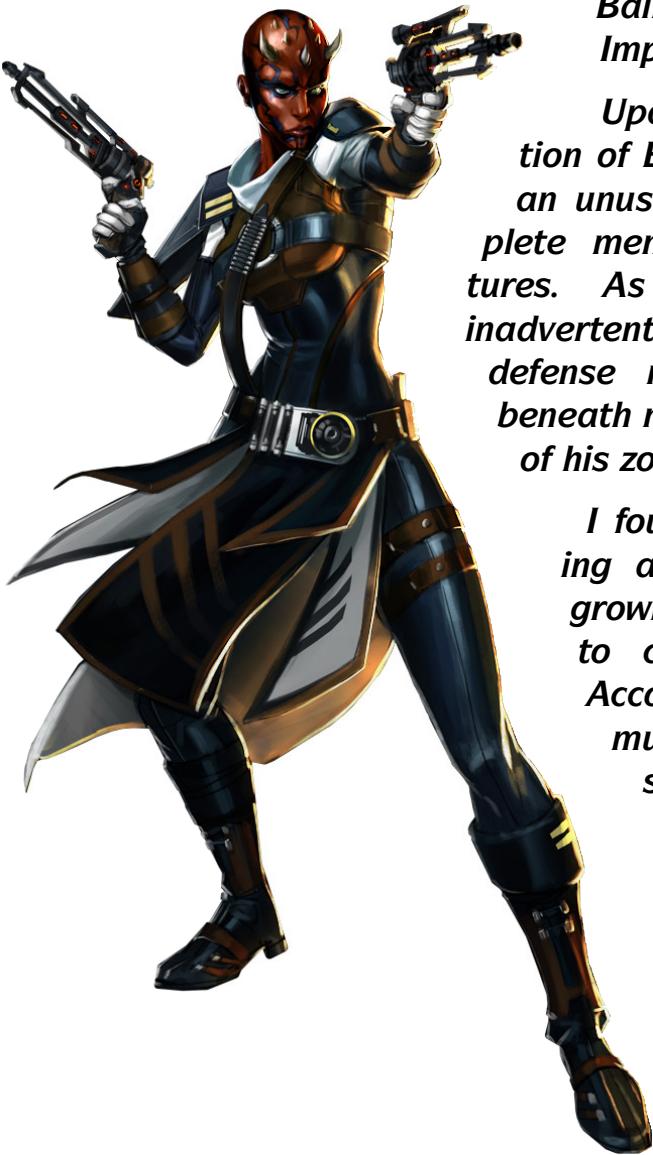
One of my missions after the Battle of Endor was to examine the headquarters of an Imperial governor in Parmic sector; the “Laramus Base Irregulars” had finally succeeded in toppling Moff Abran Balfour, and my job was to sift through Imperial records captured in the battle.

Upon arriving at Spice Terminus (the location of Balfour’s private fortress), I discovered an unusual feature of the Moff’s lair: a complete menagerie of non-sentient, exotic creatures. As I reviewed Balfour’s records, I inadvertently triggered some kind of automated defense mechanism; a trapdoor opened up beneath me and sent me spiraling into the heart of his zoo.

I found myself surrounded by a bewildering array of animals — hissing, purring, growling, thrashing, flying — that seemed to cover every evolutionary possibility. According to the report filed by the Laramus Irregulars, they could “hear Na’al’s screams in vacuum.”

According to General Cracken, this makes me “uniquely qualified to discuss non-sentient life forms.”

I will never understand military humor.



Creatures in game terms are non-sentient living beings that do not use rational thought processes to interpret their environment; instead, creatures rely on instinct.

This does not mean that all creatures are stupid; many are quite clever, and can even learn commands and simple tricks, but they are not considered truly intelligent: they are essentially animals.

Creatures do not possess the same number of attributes as sentient species; creatures are limited to *Dexterity*, *Perception* and *Strength*.

ROLE OF CREATURES IN THE GAME

Creatures can be used in a *Star Wars* roleplaying session in a number of ways. Most often, creatures are overlooked, viewed simply as opponents in a combat situation. While this view is not without precedent (witness the fearsome Wampa from *The Empire Strikes Back*), these exotic animals can be useful in a variety of ways. At the end of this chapter are a number of common creatures that gamemasters can use to spice up a role-playing session.

Transport and Pack Animals

One of the first (and most memorable) creatures seen in the *Star Wars* trilogy is the Bantha, a massive, horned beast of burden. Animals of this type can be extremely useful to a gamemaster trying to give a setting a more primitive feel; the players will know their characters are in a wild, untamed region if they are forced to rely on pack animals to get from place to place, instead of using more high-tech transportation.

Pet

Some animals can be kept as pets, and even trained to perform useful tasks. Perhaps a player character can train an agile creature to fetch small items that have been dropped, or to screech a warning when an unfamiliar person approaches. While the training of such a creature should not dominate a roleplaying session, a pet can add color and humor to a *Star Wars* game.

Food

One often-overlooked use for creatures in the roleplaying game is simply *food*. When stranded on an alien planet, characters may be forced to hunt to replenish dwindling food stores. These scenes can be roleplayed out to great effect, and can often lead to some exciting chases and plot twists. Animal hides and bones can also be useful in emergencies, particularly if the player characters need to fashion simple tools.

Predators

Perhaps the most common "game use" for creatures, predatory animals can be used to add some surprise and excitement to a roleplaying session. Canny gamemasters can use these encounters to complicate matters for the players. For example, as the player characters sneak through an alien forest to ambush an Imperial patrol, they are suddenly attacked by a cluster of ferocious vine snakes. The characters must deal with the situation quietly or risk alerting the Imperials to the impending ambush.

ENCOUNTERS

When characters visit new worlds they will inevitably encounter the native life forms. The reaction of these forms depends upon how familiar the characters are to the creatures: if the characters are similar to predators, herbivores are likely to flee. If the characters appear similar to the prey of a predator, they may be attacked. Particularly territorial or brutal predators might attack the characters simply for being in their territory. Some life forms will ignore the characters completely.

Gamemasters are encouraged to use creatures that steal "shiny objects," (like blaster power packs or credit vouchers), packs of running animals that storm through the characters' camp, or anything else that may surprise the player characters.

GAME STATISTICS

All creatures in the *Star Wars* roleplaying game have a number of game statistics. These are "average" stats – individual creatures can vary considerably. They are listed as follows.

Type: A quick summary and classification of the creature.

Attributes and Skills: Non-intelligent creatures have only *Dexterity*, *Perception* and *Strength* attributes. Some creatures have skills, such as *brawling*, *climbing/jumping* or *swimming*.

Creatures use their *Strength* or *brawling* skill to hit in combat, as well as their *Strength* to determine damage. (Some creatures have claws or teeth which can do extra damage; they're listed under "Special Abilities.")

Special Abilities: These listings note any special abilities or natural tools that help the creature. Special abilities may include claws, armor, the ability to breathe water or any number of other tools or abilities.

Move: The average Move for the creature. If the creature has two or more prime modes of movement, all will be listed.

Size: A common size range for adult specimens of the creature.

Scale: Normally creatures will be "creature" scale (which is the same as "character" scale). This listing will be given only if the creature is not creature scale.

Orneriness: If the creature can be ridden, an orneriness code will be listed. This die code is rolled against the rider's *beast riding* skill to see if the rider can maintain control of the creature in dangerous situations.

CREATURES OF THE GALAXY

This section contains sample beasts from the *Star Wars* feature films, the expanded *Star Wars* universe, and even some original creations. Each description includes statistics for a typical member of the species.

ACKLAY

The acklay is a non-sentient carnivore native to Vendaxa. Acklays have sharp claws, thick skin, and average 3 meters tall. Due to these attributes, as well as the species' ferocity, acklays are often exported from Vendaxa to be used in gladiatorial combat. The creatures can be found on Geonosis, where they are commonly brought in to fight other creatures – and sentients – in the Petranaki arena.

Though acklays live underwater, they can go on land to hunt, which they frequently do, as the lemnai, a creature that lives on the plains of Vendaxa, is their main source of food. As they reside in the oceans of Vendaxa, their eyes enable them to see in darkness, although they are near-sighted. Despite their crustacean-like nature, acklays also have characteristics possessed by reptiles, such as their powerful jaws filled with sharp teeth. The acklay has a tough, leathery skin that ranges in color from green to brown, another trait from its reptilian heritage. Its belly is more vulnerable than other parts of its body, as the flesh covering it is not as tough as it is elsewhere. Acklays have a bony crest around their neck, used for both intimidation and protection.

Acklays have small stomachs, but are capable of expanding them when necessary. They have a high metabolism, which gives them substantial amounts of energy, but also causes them to starve quickly.

Each acklay has six deadly claws, used for both pinning an opponent in combat or slicing them. Their limbs are long, allowing them to strike at enemies from a distance. While their claws – actually fingertips covered by hardened skin – themselves have no feeling, hairs on their bodies allow the creatures the sensation of touch. These cilia also enable an acklay to sense the neuro-electric energy of other life-forms. The acklay's exoskeleton is strong enough to be used by some cultures as chitinous personal body armor. Although not high tech, it is occasionally used as a trophy item.

Acklays can be Force-sensitive, although this is an extremely rare mutation. Such creatures can teach themselves to use the Force and can fire *Force lightning* from their mouths.

ACKLAY

Type: Aquatic Predator

DEXTERITY 1D+1

PERCEPTION 2D+1

Search 6D

STRENGTH 7D

Climbing/jumping 8D

Special Abilities:

Armor: The natural armor of the acklay grants it a +2D bonus to Strength when resisting physical damage.

Bite: Does Strength+2 damage.

Claws: Do Strength+1D damage.

Exceptional Reflexes: Acklays gain a +1D bonus to all Perception rolls made to determine initiative.

Resistant to Radiation: Acklays gain a +1D bonus to Strength when resisting the effects of harmful radiation.

Move: 12

Size: 6 meters long



AIWHA

A giant flying creature that lives on watery planets such as Kamino and Naboo, the aiwha uses its large wing-fins to swim underwater and to fly through the sky. Kaminoans keep large herds of aiwhas to serve as domesticated riding beasts, since the creatures can traverse the perpetually stormy seas of Kamino with relative ease. The Gungans of Naboo train the beasts to provide airborne transportation and use them in war for reconnaissance patrols and as bombers. Given the striking similarities between the two species, the aiwhas and the thrantas of Alderaan are believed to share a common ancestor, although no relation has been conclusively proven.



AIWHA

Type: Aquatic herd animal

DEXTERITY 1D+1

PERCEPTION 2D+1

STRENGTH 6D

Swimming 8D

Special Abilities:

Slamming: Aiwhas can slam against an opponent, doing STR+2D damage.

Move: 20 (swimming or flying)

Size: 20-30 meters wingspan

Orneriness: 1D

BANTHA

Banthas are large, oxygen-breathing, carbon-based herbivores adapted to plains environments. Adults stand two to three meters at the shoulder, the male being slightly larger than the female. Paired spiral horns grow from the skulls of males.

Banthas are extremely adaptable animals, surviving comfortably in climates ranging from deserts to tundra, and have been known to go weeks without either food or water.

No one knows what world banthas originally came from. They have existed since prehistoric times on at least a dozen planets in the galaxy. On the planets where banthas thrive, they have established a niche in the planetary ecology. Because banthas have existed on so many different worlds for so long, a certain amount of genetic drift is to be expected – and, indeed, it has occurred. Bantha subspecies vary considerably in size, coloration, social grouping, behavior, and metabolic specifics.

Wild bantha herds thunder across many worlds. Bantha herders raise the docile beasts for food and clothing. In many systems, travelers can find restaurants that serve bantha steaks, and bantha-skin boots and cloaks are popular accessories among the upper classes.

Because of their great size, strength and adaptability to harsh climates, banthas make excellent beasts of burden. Many inhabitants of dusty Tatooine employ the bantha as a mount and pack animal, including the elusive and dangerous Sand People.

Banthas are peaceful herbivores with few natural enemies. In the wild, they fight only in defense of their young and the herd. When attacked, banthas usually flee. When trapped, or when young banthas must be defended, male banthas form a circle around their calves and cows. They attack by lowering their heads and tossing their horns.

Some domesticated banthas have been trained as war animals. War banthas charge the enemy, trampling them underfoot. Many people will encounter domesticated banthas as beasts of burden or mounts. As mounts, they are controlled by a drover, who transmits his commands to the beast by tapping the bantha's head and flanks with a stick. A bantha can carry up to 500 kilos of cargo, or a drover plus up to four other characters. The rocking gait of the bantha has been known to cause motion sickness in riders.



BANTHA

Type: Domesticated pack animal

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 8D

Special Abilities:

Horns: STR -1D damage

Trample: STR damage

Move: 5

Size: 2-3 meters at the shoulder

Orneriness: 2D

BELDON

Beldons are among the largest animals in the galaxy. These immense floaters appear as huge gas bags riding on the wind currents in the colorful Bespin sky.

Theories persist that beldons give off natural tibanna gas, and as such, these animals are protected by law. They are gentle animals, sometimes traveling in herds, feeding off the algae and nutrients that lie suspended in the clouds.

BELDON

Type: Atmospheric floater

DEXTERITY 1D

PERCEPTION 4D

STRENGTH 9D

Special Abilities:

Electrolocomotion: Beldons generate an electrical field which allows them to maneuver in the clouds of Bespin.

Electrolocation: Beldons are sensitive to disturbances in the electrical field surrounding them. They have effective scan sensors capability of 2km/1D.

Move: 70; 200 km/h

Size: 800 meters to 10 kilometers

Scale: Walker



CORELLIAN BANSHEE BIRD

The Corellian banshee bird is a dangerous avian predator that gets its name from its distinctive wail. The screech of a banshee bird can be heard from miles away, and the creature typically uses it to flush out hidden prey as it swoops down on a hunting ground. On Corellia, banshee birds are often sought after by wealthy individuals and off-world nobles as pets; like many other birds, banshee birds can be tamed by a skilled trainer and made into relatively domesticated creatures.

However, unlike other birds, banshee birds cannot be kept caged for any significant amount of time; they are extremely claustrophobic creatures, and as a result those who do have them as pets usually keep them in large, open spaces (such as an aviary) in order to allow them to stretch their wings and fly. Corellian banshee birds are fast and dangerous predators but make good companions, because they are loyal to those who treat them well and vicious against anyone they perceive as a threat to them or their masters.



CORELLIAN BANSHEE BIRD

Type: Avian predator

DEXTERITY 4D+1

PERCEPTION 2D

Search 5D

STRENGTH 2D+1

Special Abilities:

Claws: Do Strength+2 damage

Low Light Vision: A banshee bird can see twice as far as a normal human in poor lighting conditions. The gamemaster should allow Corellian Banshee birds to make the appropriate Perception-based skill checks at a lower difficulty than normal human characters.

Wail: The banshee can emit a loud wail that disorients opponents. Nearby targets must make a Difficult willpower roll or suffer a cumulative -1 penalty to all actions. This is a temporary mind-affecting effect.

Move: 20 (flying)

Size: 2 meter wingspan

CRACIAN THUMPER

The Cracian Thumper is the galaxy's most widely used land mount. Originally a native of all five planets in the Craci System, the thumper has been exported to most civilized systems of the galaxy. It is used as a versatile mount for military operations by the Rebel Alliance, and as a racing mount by residents of more urban areas. A Cracian Thumper is bipedal, with powerful hind limbs, smaller forelimbs, and a thick tail it uses for balance and defense. Thick, long fur covers its body in colder climes, but is shed on warmer planets. Racing thumpers are typically shaved to reduce weight and to give the creatures a sleeker appearance.

The beast is known for its agility, intelligence, and versatility; however, above all else, thumpers are known for their stealth. Cracian Thumpers have large feet that cause most observers to mistakenly anticipate that the creatures will make loud, thumping sounds as they run. On the contrary, the thumper is exceptionally quiet and makes an excellent mount for stealthy land operations.

Although they are herbivores, Cracian Thumpers possess potent defenses: sharply clawed front and rear limbs, and a powerful tail. Thumpers are capable of lashing out with their rear claws without breaking stride, or of knocking the heads off of unlucky stormtroopers with their muscular tails.

For animals, thumpers are also fairly intelligent. They are easily trained for a variety of uses and are particularly good at recognizing simple patterns; for example, the Rebellion teaches their thumpers that humanoid shapes in hard, all-white shells are the enemy. A thumper is typically assigned one rider as a trainer in order to take advantage of the creature's naturally loyal disposition. They can carry up to 110 kilos of cargo, or a rider and up to 50 kilos.



CRACIAN THUMPER

Type: Bipedal land mount
DEXTERITY 3D

PERCEPTION 3D+2

Sneak 4D+2

STRENGTH 3D

Special Abilities:

Claws: STR+1 damage

Tail: STR+1D+2,

Silent Movement: Thumpers can move very silently, adding 1D+2 to sneak attempts if they move at high speed or slower.

Move: 12

Size: 1-1.8 meters at the shoulder

Orneriness: 1D

DEWBACK

Dewbacks are large, oxygen-breathing, carbon-based lizard-like omnivores native to Tatooine. Adults stand between as high as two meters at the shoulder. They are active during the warm

daylight hours and sluggish during the night. Coloration ranges from gray and brown through dull red and blue; camouflage patterns are common. Comfortable on the desert world, dewbacks are often seen digging through dunes in search of scrub, small animals (such as womp rats), or moisture.

Dewbacks are solitary animals, but once each year they gather in the Jundland Wastes to mate (they will not breed in captivity). When the frenzy ends, the females lay clutches of eggs by the thousands, then return to their lives as lone wanderers until nature calls again. Half a year later, during the womp rat migration, the eggs hatch young dewbacks, who must survive the dangers of the Wastes without aid from their elders.

Most dewbacks are wild, but some have been domesticated and are used as riding beasts. Tatooine's local authorities use them as patrol animals because they are well-suited to high temperatures and the blowing sands that can damage landspeeders. Even in the face of severe sand storms, a dewback will carry its rider to his destination with hardly a complaint or growl. A dewback is faster and more agile than the plodding bantha, giving patrols a measure of superiority over Tusken Raiders and slow-moving Jawa sandcrawlers.

Sand People hunt dewbacks as a source of food and material. The leathery protective hides are used to make boots, belts and pouches, as well as tents and other gear. They also serve as a substantial part of the krayt dragon's varied diet. During their mating season, many dewbacks fall to claws, razor-sharp teeth and blaster bolts.

Dewbacks have no parental or herd instincts, and will fight only if threatened. If confronted by violence, their usual instinct is to flee, or hide if flight is impossible.



DEWBACK

Type: Desert Lizard

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 4D

Brawling 4D+1

Move: 35; 100 km/h (during day), 7; 20 km/h (at night)

Size: 1.3-2.1 meters tall at shoulder

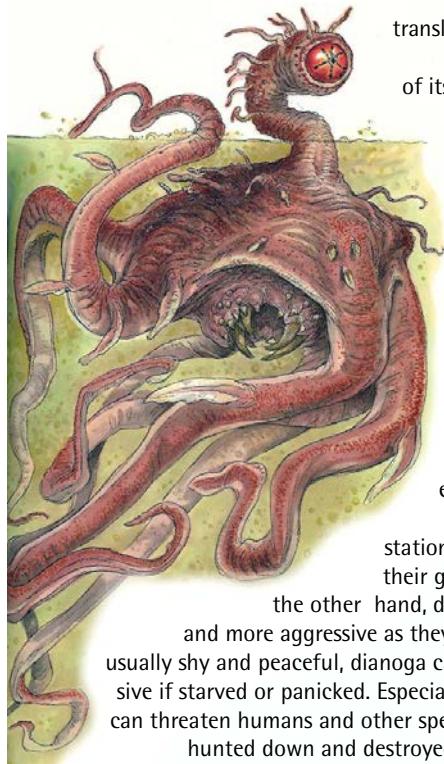
Orneriness: 3D

DIANOGA

The dianoga is a scavenger originally from the swamp world of Vodran, where it evolved as a marine scavenger. Having escaped Vodran long ago in the hold of a space freighter, the dianoga has spread to colonize many worlds.

The dianoga, or garbage squid as it is sometimes called, thrives in the sewers and river canals of large urban centers throughout the galaxy. It feeds on all types of refuse, and can consume almost anything except pure metals.

The dianoga possesses a single eyestalk which it can extend up out of the water like a periscope and even around corners. It has seven tentacles that it uses for locomotion and to catch food. These tentacles grow back rapidly if severed. Naturally



translucent, the dianoga turns the color of its food. It is difficult to see whether fed or starving. Young dianogas are a tolerated pest on many worlds – they consume vast quantities of garbage and therefore serve a valuable function for cities which generate tons of refuse a day (some space stations breed dianoga in their garbage dumps). On the other hand, dianoga grow larger and more aggressive as they grow older. While usually shy and peaceful, dianoga can become aggressive if starved or panicked. Especially large specimens can threaten humans and other species, and are often hunted down and destroyed when discovered.

■ DIANOGA

Type: Underwater predator

DEXTERITY 2D

PERCEPTION 3D+1

STRENGTH 6D

Special Abilities:

Camouflage: Can change color to match surroundings (+4D to *sneak*)

Tentacles: Target must make opposed *Strength* roll to escape and not be dragged along.

Move: 3 (swim)

Size: Up to 4 meters long

DRAGON SNAKE

The dragonsnake is one of the deadliest predators found on Dagohah. It is a swift but patient hunter, lying motionless for hours, waiting for prey to come within range. When prey approaches, it hinges forward in the water and either engulfs the target with its large mouth or grabs it with its two clawed fore-limbs and drags it underwater.

Although slow-moving creatures on land, dragonsnakes move with surprising swiftness when they attack in the water.



They are exceptionally silent swimmers and excel at gliding silently forward in the water until they come within striking range. Dragonsnakes can swallow whole any Small or smaller creatures, but must rend and tear larger prey in order to consume it. They are solitary hunters; each beast claims a single lake, bay, or other moderately large body of water as its territory. Because they must come ashore to lay their eggs, dragonsnakes always make their lairs fairly close to shore.

■ DRAGON SNAKE

Type: Underwater predator

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 5D

Special Abilities:

Bite: Does Strength+2D damage. If dragonsnake attack roll is double a target's parry or *swimming* attempt, the target is swallowed whole. If swallowed, target receives *Strength* damage, and the target must inflict non-stun damage to be spit out; stun weapons are not effective in this case.

Razor-sharp Fins: Do Strength+3D damage.

Constrictor Coils: If dragonsnake connects with a Moderate *brawling* attack, target is ensnared. Target receives *Strength* damage each round until free. Target must incapacitate dragonsnake to break free.

Move: 5 (swim)

Size: Up to 4 meters long

EOPIE

Of all Tatooine's indigenous creatures, eopies are perhaps the

most useful to that

world's residents,

providing susten-

ance as well as

being extremely

useful as pack

animals and mounts.

And eopies are far more affordable

than banthas or dewbacks. The

eopic's long snout enables it to

eat the water-sucking weeds that

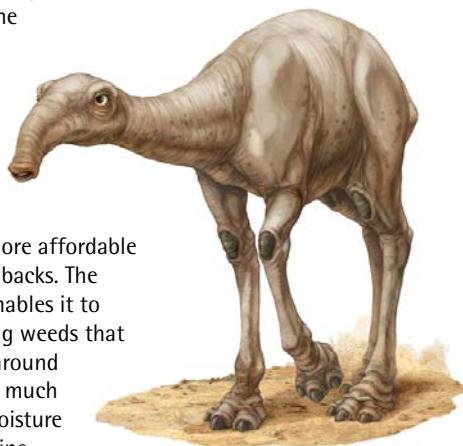
invariably creep up around

moisture vaporators, much

to the pleasure of moisture

farmers across Tatooine.

Eopies are known for being able to survive for weeks without water, as well as for plodding along in the worst sandstorms. The eopic's noted lack of panic at a sudden threat has lead to a common spacers' expression: "as steady as an eopic."



■ EOPIE

Type: Transport beast

DEXTERITY 1D+1

PERCEPTION 1D+1

Search 3D

STRENGTH 4D+1

Special Abilities:

Bite: Does STR+2 damage.

Move: 6

Size: 2 meters tall

Orneriness: 2D

Notes: For every ten years of age, an eopic's *Orneriness* rating drops by 1D (minimum 0D).

GUNDARK

Gundarks are a widespread and robust species, known as one of the most dangerous creatures in the galaxy. Gundarks have four arms, broad hands and feet with opposable digits, ears nearly as wide as their heads, and a covering of short hair that ranges from brown to gray in color. They can be found the galaxy over, but most live in temperate climates. Gundarks are considered to be semi-sentient by most galactic authorities. As such, they are protected from exploitation, even after the Empire's rise to power. This protection does little to stop black market trade in gundarks, which is little better than slavery. Because of the gundarks' reputation as fearless and aggressive combatants, they are most often sold to underground gladiatorial arenas, or to hunters who see them as the ultimate sport. The primitive society of gundarks consists of small matriarchal family units. Multiple families sometimes gather together into tribes, allowing them to support one another. While the females hunt and gather food, the males construct homes and teach young gundarks how to fight. Defense of the home falls to the males, and it is a task they excel at.



GUNDARK

Type: Semi-sentient predator

DEXTERITY 4D+2

Melee combat 7D

PERCEPTION 3D+2

Hide 5D+2, search 7D

STRENGTH 6D+2

Brawling 8D+1, climbing/jumping 8D

Special Abilities:

Bite: Does STR+1D damage.

Crushing Attack: If a gundark successfully grapples an opponent, it will crush for STR+1D+1 damage on the following round.

Fearless: Gundarks gain a +1D bonus to resist Intimidation and Force powers that cause fear.

Low Light Vision: A gundark can see twice as far as a normal human in poor lighting conditions.

Track by Scent: Gundarks receive a +3D bonus to *search: tracking* if scent plays a part.

Weapons: Gundarks often wield weapons, such as clubs, which inflict STR+2 damage.

Move: 12

Size: 1 to 2.5 meters tall, 1.5 meters on average.

KATARN

The katarn is a predator native to the Wookiee homeworld of Kashyyyk. It is a lizard-like quadruped with a thick hide and rows of sharp spurs along its legs. These spurs make katarn excellent tree climbers; they are able to move at their full speed when climbing up or down trees. The creature has a narrow, beak-like mouth that is lined with several rows of teeth. Though the bite of a katarn is not particularly fearsome in combat, it is quite effective when used to root tree-burrowers from their arboreal homes.

Katarns mate every few years, and females that become pregnant leave their mates as soon as they are ready to give birth. The female climbs high into the forest canopy in search of a likely spot to deliver her young. Once the pups are born, she savagely protects them from predators until they are old enough to fend for themselves.

The katarn is an important part of Wookiee mythology and tradition. Wookiees believe that the katarn once hunted them, which in turn taught the Wookiees how to resist or escape the katarn in order to survive. Over time, the Wookiees became the hunters and the katarn the hunted, and things will remain that way until such time as their positions are reversed once more.



KATARN

Type: Kashyyyk predator

DEXTERITY 3D

Dodge 6D+1

PERCEPTION 4D

Search: hunting 7D, sneak 5D

STRENGTH 4D

Special Abilities:

Teeth: STR+1D

Claws: STR+1D

Horns: STR+1

Move: 15

Size: 0.6–0.8 meters long

K'LOR'SLUG

The k'lor'slug is a venomous swamp creature from the planet Noe'ha'on, feared for its innate aggressiveness as well as its keen senses of smell and vision. The k'lor'slug is fast, silent and deadly, particularly when it is near its nest. The worm-like monsters lay eggs by the hundreds, and when hatched, infant k'lor'slugs spread rapidly, devouring anything resembling food.

The k'lor'slug has pink-hued skin that closely matches the coloration of the mud-clay found in Noe'ha'on's swamps (which makes the creature devilishly difficult to detect). The slug has a long, flexible tail that it can use to attack; the small stinger on the end of the tail can administer a neurotoxin that renders the victim immobile. Once a target is paralyzed, the k'lor'slug can feed at its leisure, tearing its prey apart with its strong, sharp pincers.



■ K'LOR'SLUG

Type: Swamp predator

DEXTERITY 4D

Dodge 5D

PERCEPTION 4D

Sneak 5D

STRENGTH 2D

Special Abilities:

Pincers: Do STR +1D+2 damage

Tail: Does STR +1D damage. If the k'lor'slug makes a Difficult Dexterity roll, the target has been stung and suffers from the effects of the creature's potent neurotoxin. Affected characters must make a Difficult *stamina* or *Strength* or be rendered immobile. The poison is effective for 1D minutes.

Camouflage: The k'lor'slug receives a +2D to *sneak* rolls when hidden in the pink clay of Noe'ha'on's swamps.

Move: 10

Size: 2–3 meters long

KNOBBY SPIDER

The knobby white spider is a large predatory arachnid native to the swamps of Dagobah. In addition to living amid the pillar-like roots of the planet's enormous gnarltrees, it is also a part of the gnarltree's bizarre life cycle. To reproduce, gnarltrees occasionally extrude mobile roots that drop off the tree when they are no larger than an astromech droid. These roots immediately begin hunting live prey so they can grow. When this "spider" reaches maturity, it locates a clear area and takes root. It shoves its eight legs deep into the ground, and these legs become the first of the new gnarltree's roots. The transformation from spider to tree is swift; within three months after rooting, the creature's skin has sufficiently darkened and thickened that it has become indistinguishable from any other young gnarltree. Unlike most other animals, knobby white spiders have complete radial symmetry. They have a stinger near the end of each leg capable of delivering their poison and a ring of eight eyes underneath their eight legs, allowing them to see in all directions at once.



■ KNOBBY SPIDER

Type: Large predatory arachnid/mobile plant

DEXTERITY 4D

PERCEPTION 2D+1

STRENGTH 6D

Special Abilities:

Bite: Does STR+1D damage.

Eight Legs: Due to their number of limbs, knobby spiders can perform two actions per round with no penalty; a third action in a round receives a -1D penalty, a fourth action in a round receives a -2D penalty and so forth.

Move: 11

Size: Up to 4 meters tall

KRAYT DRAGON

The terrible krayt dragon of Tatooine is a large carnivorous reptile that dwells in the mountains and dunes surrounding Tatooine's Jundland Wastes in the evening.

Krayt dragons subsist primarily on rontos, banthas, dewbacks, and slow Sand People. They swat prey with their large claws, and then strike the stunned victim with their powerful jaws.

Because of the krayt dragon's ferocity, a number



of rumors and myths are associated with the fearsome creature. One such rumor concerns "dragon pearls," valuable stones that can be found in the dragon's innards. While the krayt dragon has massive claws and teeth, it uses them only to rip and tear its prey; the creature possesses no teeth suitable for chewing. Instead, krayt dragons possess "gizzards" (quite like those of birds) which mash food into digestible form. In order to grind the food, the krayt dragon ingests small rocks and stones, which act as "teeth" inside the gizzard. However, the intense pressure of the krayt dragon's digestive system polishes and tempers the stones into valuable gems (known as "dragon pearls"). Unfortunately, the only way to obtain dragon pearls is to kill a krayt dragon – no easy feat.

■ KRAYT DRAGON

Type: Large carnivore

DEXTERITY 3D

PERCEPTION 1D+2

STRENGTH 12D

Special Abilities:

Claws: 8D damage

Teeth: 15D damage

Motion Tracking: The Krayt dragon tracks its prey by detecting motion. The dragon receives +1D to Perception to detect targets that are moving. Characters that make a successful Difficult *sneak* roll can stand still enough to fool the Krayt dragon.

Move: 15

Size: 10 meters tall, 15–30 meters long



MASSIFF

Massiffs are bulky, well-armored predators originally from Geonosis and now found on several worlds. They are most common on Geonosis and Tatooine. Massiffs were domesticated thousands of years ago by the Geonosians, who use them as sentries and guard beasts. Because of their usefulness, the crews of some Geonosian ships carried them to guard their vessels and sold others to off-worlders. Standing a meter high at the shoulder, these animals make fearsome guards, and their keen senses allow them to easily notice the approach of any intruders. Massiffs are voracious eaters capable of wrestling down large, slow-moving prey. However, their wild diet consists mostly of various types of small vermin as well as carrion and any smaller carrion-eaters who fail to flee when massiffs arrive at a carcass.

**MASSIFF**

Type: Armored predator

DEXTERITY 3D

Running 3D+2

PERCEPTION 2D+2

Hide 3D+2, search 3D+1, search: tracking 4D, sneak 3D+2

STRENGTH 3D+1

Climbing/jumping 5D+1

Special Abilities:

Bite: Does STR+2 damage.

Resistant to Radiation: Massiff gain a +1D bonus to Strength when resisting the effects of harmful radiation.

Track by Scent: Massiff can track by scent, and gain a +1D bonus to their search: tracking skill when doing so.

Move: 10

Size: 2 meters long

MYNOCK

Mynocks are one of the few species of space-dwelling life believed to have evolved in vacuum. They cannot survive for more than a few minutes inside any sort of atmosphere. A mynock has a wingspan of a little over a meter. If attacked, it defends itself by hitting opponents with its exceedingly tough wings. These silicon-based life forms originated in the rings of the planet Ord Mynock. Today, they are found throughout the galaxy. Their magnetically charged wings allow them to catch the stellar winds and literally fly through space. They live in asteroid fields and planetary rings and make their nests on small asteroids. Mynocks normally subsist on a mixture of stellar radiation and the charged particle fluxes put out by stars, but are often attracted to richer energy sources, such as the power plants of



passing starships. They are regarded as dangerous pests by all star-travelers; ships that approach airless worlds are often inspected for mynock infestations, and those that have attracted any of the creatures are usually quarantined.

MYNOCK

Type: Parasite

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 1D

Special Abilities:

Energy Drain: survive by draining energy from starships.

Flight: Mynocks who drain enough energy can fly. Silicon life forms: silicon-based life forms and can survive in the vacuum of space.

Move: 9, 1 (space units per turn)

Size: 1.5 meters wide, 0.5 meters tall

NEXU

Native to the jungles of Indona and Cholganna, the nexu is a fierce, stealthy predator with little fear of larger opponents, or even the weapons of sentient beings. Hunted for sport on their native planet, nexu often turn the tables on their would-be hunters and slash them to ribbons before they can fire a shot.

**NEXU**

Type: Stalking predator

DEXTERITY 4D+2

PERCEPTION 3D

Hide 4D+1, search 5D, sneak 4D+1

STRENGTH 4D+1

Climbing/jumping 6D+1

Special Abilities:

Bite: Does STR+2 damage.

Claws: Do STR+1 damage.

Exceptional Reflexes: Nexu gain a +1D bonus to all Perception rolls made to determine initiative.

Keen Hearing: Nexu have excellent hearing, and gain a +1D bonus to all search rolls that involve sound.

Move: 16

Size: 2 meters long (medium)

RANCOR

Rancors are one of the largest land predators that can survive in human environments. The exact location of the rancor's home planet is largely unknown; at the time of the Rebellion, only Jabba has managed to keep a rancor in captivity. Some believe that the rancor was a unique creature, possibly genetically engineered to sate the Hutt crimelord's vile appetites. (Of course, those few who have visited Dathomir know otherwise.)

The rancor is bipedal, with dripping fangs and long, sharp claws. The thick hide of the rancor makes it highly resistant to blasters and most other hand-held energy weapons, and melee weapons do not fare much better.

RANCOR

Type: Gigantic predator

DEXTERITY 4D

PERCEPTION 1D

Search: tracking 3D

STRENGTH 7D

Special Abilities:

Armor: +3D protection
against physical and
energy attacks

Claws: STR+3D damage

Teeth: STR+5D damage

Move: 20

Size: 5 meters tall

**REEK**

Reeks wander the plains of Ylesia in great herds, contentedly munching on grass and lichens. Although immensely strong, they generally reserve their violent behavior for the mating season, when the sound of two bull reeks fighting for dominance rumbles like thunder across the plains.

When a reek attacks, it lowers its head, charges, and attempts to gore with its large horn. Should the initial attack miss, the reek flails its head about blindly, hoping to chase away its prey so that it can attempt another charge.

**REEK**

Type: Herbivorous herd animal

DEXTERITY 1D+1

PERCEPTION 1D

Hide 2D, search 2D+1

STRENGTH 6D

Special Abilities:

Enraged: When enraged, a reek gains +1D to all Perception rolls made to determine initiative.

Gore Attack: Can gore with its horn for STR+1D damage.

Thick Skin: Due to a reek's thick hide, it gains a +2D bonus to Strength rolls when resisting physical damage, and +1D bonus to Strength rolls when resisting energy damage.

Move: 10

Size: 6 meters long

RONTO

The huge but gentle pack animals called rontos are favorites of the Jawas of Tatooine. Known for their loyalty and strength, they can carry immense burdens and are large enough to frighten off attackers such as Tusken Raiders. However, they are also very skittish creatures, and are easily startled by urban traffic. Most owners of rontos keep them well away from Mos Eisley's bustling streets.

Rontos have an excellent sense of smell — they can detect a krayt dragon coming a kilometer away. Unfortunately, their vision is quite poor. While rontos need plenty of water, their skin easily sheds excess heat, making them well-suited to Tatooine's harsh desert environment.

RONTO

Type: Pack beast of burden

DEXTERITY 2D

Running 3D

PERCEPTION 3D

STRENGTH 5D

Stamina 6D

Special Abilities:

Heat endurance: Rontos are extremely adaptable to desert conditions, though they still need water to survive.

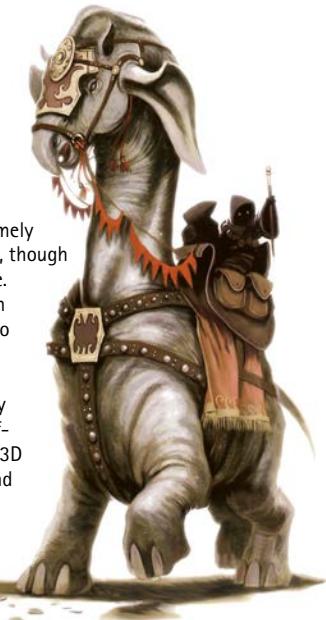
Sense of smell: Rontos have a keen sense of smell. They add +1D to any Perception roll involving smell.

Skittish: Rontos are easily upset by any machines that move significantly faster than they. Add +3D to their orneriness when around fast-moving vehicles.

Move: 10

Size: 4.25 meters tall

Orneriness: 1D

**SARLACC**

In addition to its burning temperatures, biting sandstorms and bantha-swallowing dunes, there are several indigenous creatures which make the dread Dune Sea the most perilous place on the face of Tatooine. Most feared among these creatures is the great Sarlacc.

Resting at the bottom of the infamous Pit of Carkoon, the Sarlacc is a massive, omnivorous creature. From the mouth of its pit, it appears as a great hooked beak, surrounded by dozens of grasping tentacles. This is only the mouth of the creature — the enormous body of the Sarlacc is buried deep beneath the sand.

The Sarlacc uses its tentacles to grab prey from the surface and drag it down to its beak. These tentacles have been known to reach a full four meters beyond the Pit, snagging those who thought they were completely safe. However, the Sarlacc seldom needs to go to such trouble — the Pit of Carkoon supplies most of its prey. The highly unstable and shifting slopes of the Pit send anyone unlucky enough to step in tumbling to a grisly death below.

Immobile, living in the center of the parched and barren Dune Sea, the Sarlacc does not feed often. Fortunately, it doesn't need to. Its highly efficient digestive system preserves food for incredibly long periods of time, digesting it slowly, and storing it until needed for sustenance. The victim remains alive for much of this time.



SARLACC

Type: Solitary stationary carnivore

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 6D

Special Abilities:

Tentacles: have a Strength of 6D, reach up to four meters outside pit; do not cause damage, but victims must make a successful opposed Strength roll to escape.

Bite: 5D damage.

Acid digestion: Any creature dragged into the sarlacc's maw suffers 5D damage from digestive acid until the victim is knocked unconscious and dragged into the sarlacc's digestive tract – at that point, the victim normally wakes up, but by then it is normally incapacitated by the sarlacc's paralyzing digestive enzymes, 7D stun damage.

Move: 2

Size: 2.5-3 meters across (mouth), 100 meters long (underground)

SPACE SLUG

Space slugs are toothed, worm-like, silicon-based lifeforms. They survive in the harsh environment of space by feeding on stellar energy emissions, though they also feed on minerals found in asteroids. Larger slugs also dine on mynocks who are drawn to their energy, though the small creatures are as likely to become parasites within their bodies as be digested.

Most slugs measure less than 10 meters, though specimens many times larger have been recorded. Slugs large enough to swallow small ships whole, though extremely rare, do exist. Most spacers discount them as tall tales, however.

Space slugs are found primarily in asteroid fields where food is plentiful. They can travel between asteroids by pushing off one and gliding to another. Space slugs have a highly developed spacial sense which allows them to calculate the trajectory and speed of every moving body in their immediate area. This sense helps them target other asteroids – and also food sources such as mynocks, small asteroids – and the occasional small ship.

Space slugs are highly prized for their various organs and body parts, which can be used in a wide variety of industrial applications. Some systems keep a few small slugs on hand to keep the mynock population under control.



SPACE SLUG

Type: Vacuum Predator

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 6D (creature scale) /5D (starfighter scale)*

* For a 6-meter-long and 900-meter-long slug respectively; Strength varies dramatically by the length of the slug; extremely large slugs are in the starfighter or capital class.

Special Abilities:

Vacuum: Space slugs are native to the vacuum of space and can survive in this environment with no assistance.

Teeth: Do STR+1D damage.

Move: 6 (creature-scale slugs only).

Size: May be as small as 1 meter long, possibly up to 900 meters long.

TAUNTAUN

Natives of the ice planet Hoth, tauntauns were used as riding beasts by Rebel forces on the frigid world. Tauntauns were easily tamed, though they remained somewhat skittish.

Tauntauns stand roughly two meters tall, and are extremely warm-blooded (to allow them to survive Hoth's deadly cold).

Tauntauns possess a muscular tail roughly one meter long, which helps the creature maintain its balance on Hoth's icy surface.

Tauntauns have three-clawed feet and curved horns on the sides of their heads that they use in combat.



TAUNTAUN

Type: Arctic climate omnivore

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 4D

Special Abilities:

Charge attack: Does STR+1D+1 damage.

Arctic creature: Tauntauns can withstand frigid temperatures that are deadly to most other creatures (although their stamina in the cold is not unlimited).

Move: 16

Size: Adults stand 1.3-2 meters at the shoulder

Orneriness: 1D

UKIAN TORBULL

The planet Ukio, a prominent agricultural world, is home to the "Ukian torbull." The torbull was originally an experiment; the Ukians hoped to breed a hardy pack beast that could adapt to virtually any environment (which could in turn be sold to virtually every planet in the galaxy). The experiment was only a partial success – the torbull is nearly as adaptable as the bantha, and is in fact capable of functioning in environments that the bantha can not.

While the torbull is a versatile and easy-to-tame creature, it does have one major disadvantage: its appetite. Where a bantha can go for weeks without food or water, the torbull requires massive amounts of sustenance. Because of its ravenous nature, the torbull is not a popular pack beast (simply because of the expense of hauling around vast food stores to sustain the creature).

The torbull is a large, hairless quadruped, and possesses huge teeth and eyes that appear to flash with anger. The creature has a very thick, tough hide that has a rough, peb-



ability to operate in extremely moist regions. Despite its massive bulk, the creature is surprisingly buoyant and can swim with relative ease. In addition, the torbull is considerably faster than a bantha, though it is not as strong.

■ UKIAN TORBULL

Type: Docile pack beast

DEXTERITY 2D

Dodge 3D

PERCEPTION 2D

STRENGTH 4D

Special Abilities:

Tough hide: The torbull's tough hide provides +1D protection against physical attacks.

Tame: The torbull does not have an aggressive nature; when ridden, the rider receives a +1D bonus to *beast riding*.

Appetite: The torbull must be fed and watered at least four times per standard day; a minimum of 20 liters of water and 10 kilograms of grain (or other foodstuff) are required to sustain the torbull. Constant grazing is usually effective, though when operating in desert conditions ample foodstuffs must be carried. The *Orneriness* code of a torbull that has missed a feeding increases by 3D. A torbull that misses more than two consecutive feedings dies of hunger.

Move: 10, 15 (swimming)

Size: 2 meters at the shoulder; 5 meters long

Orneriness: 1D

bly texture.

Despite its somewhat fearsome appearance, the torbull is exceptionally docile and — as long as it is properly fed — extremely friendly. The torbull's main advantage over the bantha is its

resemble feathers, sprout in a ridge that runs from the creature's head to the tip of its tail. The plumage of the female of the species tends to be more vibrant than that of the male.

As cold-blooded animals, varactyls are more active during daylight hours. They spend much of the day sunning themselves as they cling to the walls of Utapau's sinkholes. They are excellent climbers and can travel across vertical surfaces with incredible speed and agility. When they aren't warming themselves, they hunt for lichens and roots to eat. At night, varactyls retreat into burrows that they create in sinkhole walls. They do so to avoid the dactillion, a birdlike predator that is also native to Utapau.

Although they are native to Utapau, varactyls have also been encountered on a handful of other worlds. For instance, Kashyyyk maintains a small population of the creatures, though the details of how they came to the Wookiee homeworld are somewhat mysterious. It is assumed that one or more varactyl eggs ended up on Kashyyyk in the possession of a smuggler, but this has yet to be proven beyond a reasonable doubt.

■ VARACTYL

Type: Riding lizard

DEXTERITY 4D+2

Running 5D

PERCEPTION 1D+2

Search 3D, sneak 4D

STRENGTH 7D

Climbing/jumping 8D, swimming 7D+2

Special Abilities:

Cold-Blooded: During nighttime, varactyls suffer a -2D penalty to all actions.

Spined Tail: Females have a fan of rigid spines along its tail that deal STR+2 damage.

Claws: Provide +1D to *climbing*.

Move: 40

Size: 15 meters long

Orneriness: 2D+2

VORN SKR

Native to the planet Myrkr, the vornskr is a dog-like predator with an innate sensitivity to the Force and Force-users. These furred quadrupeds have long legs tipped in sharp claws, powerful jaws filled with deadly fangs, and long, whip-like tails tipped with poisonous spines. They are aggressive, fast, and incredibly strong for their size. Vornskrs are nocturnal, hunting after dark in packs consisting of between three and five individuals. One of the vornskr's primary prey animals is the ysalamiri, a lizard-like creature that is also native to Myrkr. Ysalamiri project a bubble-shaped field that nullifies the use of Force powers, which makes it difficult for vornskrs to locate them. Vornskrs sometimes mistake a Force-user for a group of ysalamiri, leading them to attack. The presence of Force-users enrages vornskrs, a behavior that no amount of training can eliminate.



VORNSKR**Type:** Force-sensitive predator**DEXTERITY 4D****PERCEPTION 2D+2***Sneak 5D***STRENGTH 3D+2****Special Abilities:***Teeth: STR+2D damage*

Sense Force: Vornskrs can detect Force-users. They are considered to have 3D in this ability. Upon sensing a Force-user, they become very agitated and aggressive: they confuse all Force-users with the ysalamiri. A Force-user within 10 meters can be detected and tracked by a vornskr with a Very Easy roll; 11–25 meters is an easy roll; 26–50 meters requires a moderate roll; and 51–100 meters requires a Difficult roll. Over 100 meters is a Heroic difficulty.

Move: 15**Size:** 0.8 meters tall at the shoulder, up to 1.6 meters long (including tail)**WAMPA**

Wampas are fearsome beasts that inhabit the icy planet Hoth. Wampas stand roughly three meters high and possess razor-sharp claws and fangs. Older wampas possess horns (which grow longer with age). Because of their thick white fur, wampas are almost impossible to spot amidst the blowing snow of Hoth.

Wampas live in ice caves, and tend to be solitary hunters, exhibiting a frightening amount of cunning and intelligence for what are ostensibly non-sentient creatures.

**WAMPA ICE CREATURE****Type:** Snow predator**DEXTERITY 3D****PERCEPTION 4D***Search; tracking arctic 6D, sneak: arctic 7D***STRENGTH 7D****Special Abilities:***Claws: STR+1 damage**Teeth: STR+2 damage**Camouflage: +3D to sneak in arctic climates, heat-diffusing body adds +2D to sneak versus sensors**Howling: Wampa howls are a rudimentary form of communication that allows wampas to coordinate attacks; these howls are virtually indistinguishable from the sound of Hoth's winds.***Move:** 13**Size:** 3 meters tall**WOMP RAT**

Womp rats are large rodents native to the deserts of Tatooine. They breed in sizable colonies and are both scavengers and hunters. Individual womp rats subsist by eating carrion or hunting small animals, often including wandering pets and, on rare occasions, small children. Groups of womp rats sometimes work together to bring down larger prey, including young banthas, as well as lone Jawas, Sand People, or other intelligent beings who find themselves poorly armed and alone. However, they are not especially dangerous except when hunting in groups, and their tactics consist largely of attacking a single target at once. If there are sufficient numbers of womp rats, they are often willing to attack Medium or Large targets. Although

never acclaimed for their bravery, womp rats are often renowned for both their endurance and their determination. They are perfectly adapted for life in the deep desert and can go for days without either food or water.

WOMP RAT**Type:** Large rodents**DEXTERITY 2D****PERCEPTION 1D+1****STRENGTH 2D+1****Special Abilities:***Claws: 2D+2 damage**Teeth: 3D+1 damage*

Pack Combat: These vicious Tatooine natives attack in packs of up to five. The hairy carnivores usually circle once, then lunge. They scatter when a total of three wounds has been inflicted on the pack as a whole or an incapacitated result has been inflicted upon any single individual.

Move: 5**Size:** 2.1 meters long**YSALAMIRI**

Ysalamiri are tiny creatures native to the planet Myrkr. They grow to be up to half a meter long, are covered in fur, and superficially resemble snakes with legs. The typical ysalamiri spends most of its life in a motionless state, attached by its claws to the metal-rich trees that form its primary habitat. They are difficult to remove from the trees once they have attached themselves, and they will die 1–4 days after being removed.



The most interesting aspect of the ysalamiri is its ability to push back or repel the Force in a spherical area centered on itself. It has been hypothesized that this ability evolved as a defense mechanism against the ysalamiri's primary prey animal on Myrkr, the vornskr. Since vornskrs depend on Force powers in order to locate and bring down prey, the ysalamiri's ability to push back the Force makes the small creatures much harder for these predators to locate.

YSALAMIRI**Type:** Force-repelling creature**DEXTERITY +2****PERCEPTION 1D+1****STRENGTH +2****Special Abilities:**

Force Repulsion: Ysalamiri can create "bubbles" in which the Force cannot be manipulated. A single ysalamiri can form a defensive bubble up to 10 meters in radius. Within the bubble, characters cannot use the Force skills, Force Points, or Character Points. Force attacks directed at ysalamiri fade away as they enter the creature's "Force bubble."

Move: 0**Size:** Up to 50 centimeters long

DESIGNING CREATURES

Many gamemasters will doubtless want to create their own monsters and animals for use in a *Star Wars* game. Given the vast amount of habitable planets in the *Star Wars* galaxy, gamemasters should feel free to populate their campaign environment with as many colorful, exotic animals as they wish.

When devising creatures, the gamemaster must start with a creature that is to be used in the adventure. Often, a gamemaster will only have to create one or two creatures for a given adventure and not really worry about the larger ecosystem that it fits into. The gamemaster should assign die codes that he feels are appropriate to the creature in light of its environment and role in the planetary ecosphere. Because some worlds are more hostile than others, and there are countless niches that can be selected, the gamemaster's decision regarding die codes can be fairly arbitrary.

All creatures need *Dexterity*, *Perception* and *Strength* die codes. If the creature can be ridden, an *Orneriness* Code should be assigned to the creature (riders roll their *beast riding* skill against the code). The gamemaster might also elect to give the creatures extra skill dice in areas like *brawling parry*, *brawling*, *search*, *sneak* or other skills relevant to the survival of the creature.

ADAPTATIONS

The gamemaster may also choose one of several adaptations that creatures have evolved. This should be done with careful consideration for the ecosystem that the creature is to inhabit. This is only a partial list of possible factors, presented in terms of suggestions rather than specific mechanics, enabling the gamemaster to devise creatures to fit the specific needs of the adventure.

- **Sense:** The creature has highly developed senses such as sight, smell, hearing, taste and touch (which can detect ground vibrations). The senses can be used to detect predators coming after the creature, or be used to aid it in hunting. The creature should receive bonus to *Perception* under specific conditions or with the specific sense.

- **Speed:** The creature has great speed compared to other creatures in the ecosphere. The creature might have great endurance, and be capable of sustaining the speed for a long time, or might only be able to move at this high speed in short bursts. This ability is reflected by a high Move score relative to other creatures in the area.

- **Claws:** The creature has claws, talons or other hard and sharp weapons on the end of its paws or other appendages. This should be reflected as a separate die code for damage, normally higher than the creature's *Strength*.

- **Armor:** The creature has armor that can absorb physical and/or energy attacks. The armor might be in the form of hardened skin, a hard exoskeleton, a reflective skin that helps deflect energy bolts, a flexible body structure that can absorb shocks with minimal damage, or some other unusual way of absorbing damage without inflicting injury. The armor adds extra die codes to the creature's ability to resist damage without adding to its raw *Strength*.

- **Camouflage:** The creature is colored so that it can blend into the surroundings of its natural environment. The creature might also have learned behaviors so that when it is trying to hide it is even tougher to spot than when it is going about its natural activities. Some creatures blend into the surroundings through their permanent coloration, others have coloration that changes with seasons, and still others can change color within a few seconds or minutes. Creatures with this ability receive extra dice to their *sneak* skill.

- **Poison:** The creature produces venom that helps kill prey or helps to protect the creature from hunters and predators. The poison may be delivered through a bite, claws, quills, or a stinger. The poison may also be on the outer surface of the creature (secreted by glands, or in the skin and fur of the creature) so that when a predator attempts to bite or eat the creature it receives the poison. The effects of the poison can vary, from mild illness, to nausea, to a potent neural toxin that can kill.

- **Odors:** Some creatures produce offensive odors as a defense mechanism to scare away predators. The odor is normally strong enough to overpower the senses of the predator, allowing the odor-producing creature to escape. Another adaptation is for the creature to produce an odor so strong that it masks the trail of the creature, so hunters cannot track the creature. Another common adaptation is for the creature to produce enzymes and scents so that it "tastes bad" to any creature that attempts to eat it – while an individual of the species will die, predators will learn to leave the species as a whole alone. With such attacks, victimized creatures may have to make *willpower* rolls to be able to act against the odor-producing animal, or make more difficult *search* totals to track and follow the animal.

- **Quills:** Some creatures have sharp or barbed quills on the outer surfaces of their bodies. The quills may hook themselves into another creature when it attacks the quill-bearing animal, or in rare cases, the creature may be able to hurl the quills for ranged attacks. Aside from the base damage, the quills may continue to produce damage if they aren't removed from the victim, or even be coated with poison. Some creatures might have "quill sacs" inside their mouths, so that they could "spit" the quills at distances as well. Normally the creature should have a skill relevant to throwing the quills, and the quills should have a base damage value.

- **Reproduction:** The creatures can reproduce rapidly, so that they survive not due to the strength of an individual, but through strength of numbers. The creatures may produce great numbers of young, or mate several times in a season, producing many more litters than other types of creatures. This is a common tactic for herbivores, since they tend to lack effective attacks and defenses against predators.

- **Large Communities:** Some animals are helpless in small numbers, but when in large groups, they are excellent survivors. In large groups, the creatures might have excellent combat tactics, or as with many herd members, when predators attack one member of a herd, the rest of the herd flees, assuring the continued survival of the species.

- **Homes:** Some creatures build complex and confusing home areas, such as underground burrows or warrens, tree cities, or aquatic structures. In this case, when predators attack, they



often get confused in the natural maze of the home, while the creature flees, retreats to a defensible location, or readies an attack on the invader. Such types of homes are excellent to protect helpless young.

- Energy Projection:** Some creatures may be able to absorb or produce certain types of energy, such as heat, light, sound or radiation. These can be used as an attack form, causing damage to attackers or targets. The gamemaster simply needs to determine the ranges (if any) and damage of such attack forms. The creature may need a recuperation period between uses, so that it might be helpless or unable to use the defense more than once in a certain span of time.

- Migratory:** The creatures migrate great distances to seek food, avoid devastating climate changes, or even have a pre-programmed urge to return to traditional mating or young rearing areas.

- Hibernation:** During times of limited food or dangerous natural conditions, such as seasonal extremes, creatures may be able to go into hibernation. During these times, the creature can survive on very limited air and gets all of its energy from stored layers of fat. Hibernation periods may last a few days, weeks, months, or even years, depending upon the nature of the planet and the metabolism of the creature.

- Blubber:** Many creatures store excess energy as fat, able to break the fat back down into energy when food is scarce, or the creature can't take the time to hunt, such as in migrations. Likewise the creature may also have the ability to store water or other vital fluids, so that it can go a long time without stopping to drink, or can survive temperature extremes in relative comfort.

- Play Dead:** A very bizarre form of natural defense; when confronted by a more powerful predator, the creature pretends to be dead in the hopes that the predator will pass it by. This tactic works best against creatures that eat only live prey.

- Non-Essential Parts:** The creature can shed portions of its body when attacked. Often, the tail is one such appendage: the attacker is often content to let the creature scamper to safety because it can at least make a meal out of its tail.

- Digging:** The creature digs quickly, so that it can build underground structures or can travel underground in relative secrecy. Some creatures tunnel under potential prey, and then burst from the ground, attacking and killing the target before it has a chance to react. To determine game effects, simply give the creature a Move for tunneling.

- Flying:** The creature can fly or glide in atmospheres. The most common ways of doing this are through wings or air bladders. Most creatures can climb, dive and maneuver at will, but some creatures are helpless in the air, and thus glide along air currents. Many flying creatures can make nests and homes in isolated locations where ground-based predators cannot reach them. Assign a flight speed to the creature.



- Amphibious:** The creature can survive, and probably hunt as well, on land and in water, possibly breathing both water and air.

- Leaper:** The creature can jump or leap great distances. This can be used for high speed movement across the surface of a world, or the creature may use this ability to leap from trees in movement or during an attack. This type of movement can also conceivably hide the trail of a creature, so there is no continuous contact with a surface to hold scent.

- Confuse Senses:** The creature has the ability to mask its presence by other than visual means. The creature can disperse its heat so that it doesn't stand out to infrared vision,

can make sounds like other creatures or has some other ability so that it isn't easily detected or is mistaken for some other type of creature. Creatures with this ability often also have camouflage.

- Dexterity:** The creature is extremely dexterous, and talented at dodging attacks using the brawling parry and dodge skills. The creature does this by jumping, moving quickly and making other feints that make it difficult to catch or hit in combat.

- Tail:** The creature has a tail, which can be used to aid in balance, or to cause damage in combat.

- Antlers/horns/tusks:** The creature has antlers, horns or tusks which aid it in combat, doing more damage than a simple Strength attack.

- Communication:** The creature has an unusual form of communication, including echo-location, using feet to make sounds on the ground, communication by releasing scents, or by touching. The complexity, range and reliability of the communication varies by creature.

- Cold-Blooded:** The creature is cold-blooded, and thus is very susceptible to temperature changes. When it gets too hot or cold, the creature may become lethargic or be unable to hunt or move; severe extremes may kill the creature. The advantage of this adaptation is that, in general, the creature needs to eat much less food than similarly sized warm-blooded creatures.

- Independent Young:** Young are fully capable of taking care of themselves from birth – they can find food, defend themselves, and are in no way dependent upon the parent for care or nurturing.

After the gamemaster has devised a base creature, he should determine the creature's social habits and behaviors. Are the creatures solitary, or do they hunt in packs? Do they try to surround opponents, or simply charge when prey is spotted? Are they stealthy enough to sneak up on opponents without being spotted? Often, a creature with mediocre abilities can become a devastating foe if it is cunning enough to confuse and surprise prey.

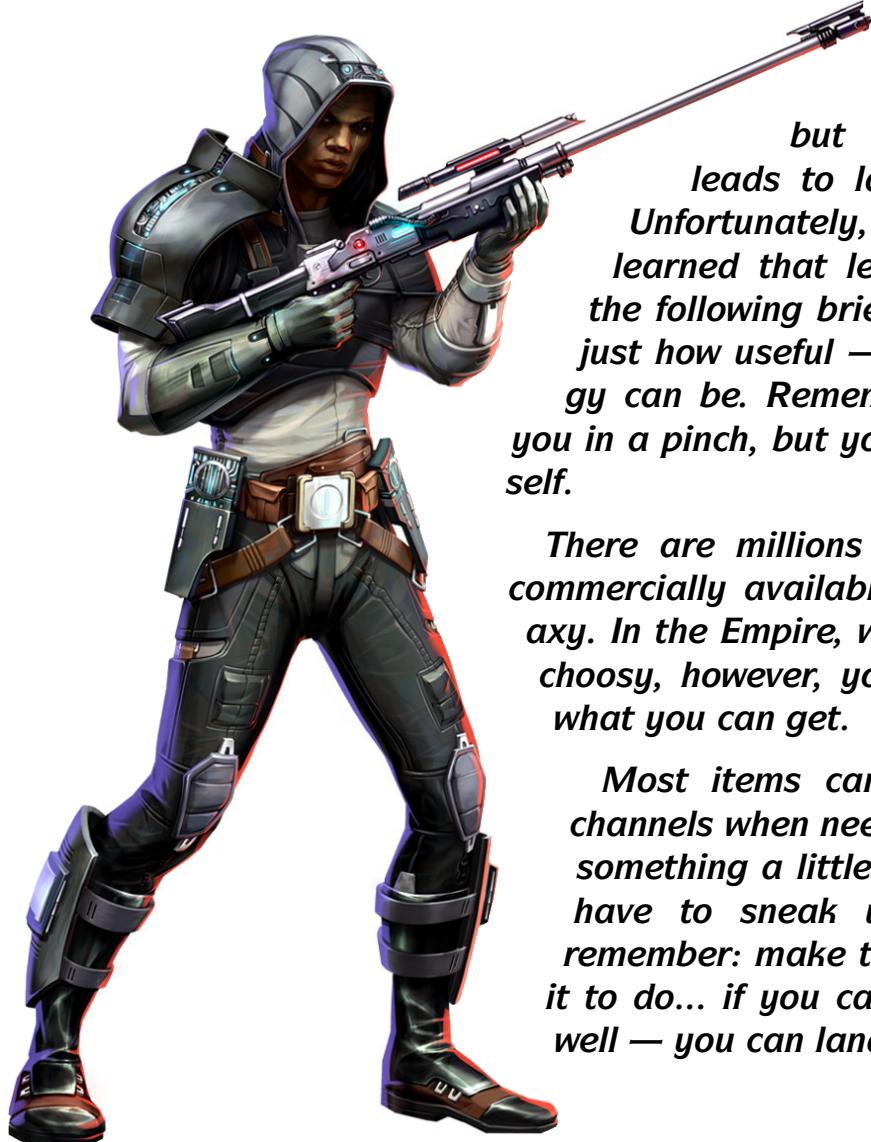
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CHAPTER EIGHTEEN

EQUIPMENT & WEAPONS

I've been training Imperial soldiers to survive in the field for longer than I care to remember, and today it's your turn.

Technology is something you can use... but it can use you.



There are plenty of tools that can save your life when properly applied, but over-reliance on such items leads to laziness and foolish mistakes. Unfortunately, too many soldiers have learned that lesson to their cost. Hopefully the following briefing will help you understand just how useful — and how limited — technology can be. Remember, the right gear can help you in a pinch, but your best bet is to rely on yourself.

There are millions of items of high technology commercially available throughout the Known Galaxy. In the Empire, we often have the option to be choosy, however, you will probably have to take what you can get.

Most items can be procured through legal channels when needed, but if you are looking for something a little more sophisticated, you may have to sneak up a few back alleys. Just remember: make the machine do what you need it to do... if you can't handle it — and handle it well — you can land yourself in real trouble.

ITEM AVAILABILITY

Item availability is a general indication of how easily the equipment can be found. These codes are general guidelines and local factors may affect an item's availability.

- 1 **Readily available** throughout the known galaxy.
- 2 **Normally available** only in large cities and space ports, or on the item's planet of origin.
- 3 **Specialized item**, normally only available on item's planet of origin.
- 4 **Rare item**, difficult to obtain anywhere.

ITEM RESTRICTION

Some objects require licenses to own or operate, or are restricted to qualifying organizations or individuals. In such cases, a character must pay a license fee to own the object legally. A license fee is a separate expense, purchased in addition to the object to which it applies.

- F** **Fee** or permit often required for purchase.
- R** **Restricted** item on most planets and normally may not be sold without a license.
- X** **Illegal** on most planets. Possession and use generally violates Imperial, Republic or local laws except for specially authorized individuals. Penalties for use of such an item are often severe.

Getting a License

To get a license, you must pay the fee required to file the application. The amount of the fee is a percentage of the object's normal cost, as listed in the Restricted Objects table below. Once you've paid the fee, you must make the appropriate *bureaucracy* or *Knowledge* skill roll. If successful, your license is approved and will be available to you in a number of days as listed in the Time Required column. On a failure, you spend a number of days as listed in the Time Required column, but you are not granted the license and your application fee is lost. You may try again as often as you like if you have the time and credits to do so.

Restriction Rating	License Fee*	Difficulty Level	Time Required
Fee or Permit	5%	Moderate	1 day
Restricted	10%	Difficult	1D days
Military/Illegal	50%	Very Difficult	2D days

* The license fee is a % of the licensed object's base cost.

Whether you succeed or fail on your *Knowledge* or *bureaucracy* skill roll, your request is recorded in public records. The more restricted the license, the more in-depth the background check required, and this leaves an increasingly detailed electronic trail for others to follow.

You can choose to secure a license through illicit means. If you want to bribe an official, make a *persuasion* skill roll instead of a *Knowledge* or *bureaucracy* skill roll. If you want to fabricate a false identity or steal another person's identity, make a *forgery* skill roll instead of a *Knowledge* or *bureaucracy* skill roll. If either of these checks fails by 5 or more, the local authorities are alerted to your activities.

The Black Market

Most items of equipment, even if they are restricted, can be found on the black market if one is willing to look hard enough and pay enough money. Sometimes objects are sold on the black market simply to avoid paying lavish tariffs and fees; other times the black market may be the only way to find a specific item.

Selling Items

Sometimes you'll come into possession of an item that you don't want. We're not talking about commodities here. Commodities are valuable goods that can easily be exchanged almost like cash. We're talking about individual items from the lists presented later in this chapter. In general, a merchant will buy used equipment at half its listed price. If you have a blaster and want to upgrade to a heavy blaster pistol, you can generally sell the smaller blaster for half price.

Cost

Costs indicated on the following reference chart represent the average cost of a piece of equipment under normal circumstances. Most prices are for "average" equipment in that category – as always, prices vary depending on an item's brand name, quality, and other factors (for example a "stripped" landspeeder would have a lower price than a similar model equipped with lots of extras or weaponry). Due to local tariffs, fluctuating availability or other various factors, prices can vary considerably based on gamemaster discretion.

GENERAL GOODS TABLE

Commodity	Cost
Animal, common	100
Animal, exotic	2,000
Animal, livestock	500
Art, common	100
Art, quality	1,000
Art, precious	10,000
Bacta, 1 liter (1 kg)	100
Food, common (1 kg)	10
Food, quality (1 kg)	20
Food, exotic (1 kg)	50
Fuel, 1 liter (1 kg)	50
Gems, semiprecious (1 gram)	100
Gems, precious (1 gram)	1,000
Gems, exotic (1 gram)	10,000
Holovid	10
Metal, common (1 metric ton)	2,500
Metal, semi-precious (1 kg)	200
Metal, precious (1 kg)	10,000
Ore, common (1 metric ton)	1,500
Spice, common (1 kg)	1,000
Spice, exotic (1 gram)	20
Textiles, common (1 meter)	5
Textiles, quality (1 meter)	20
Textiles, exotic (1 meter)	100
Water, 1 liter (1 kg)	1

GENERAL GOODS

The table to the left gives baseline prices for fairly broad categories of goods. The gamemaster can get more specific, add or remove items depending on supply and demand in the campaign, and adjust prices to reflect such fluctuations in the market. Also, prices can vary greatly in different regions of space, different star systems, and even between different planets within the same star system.

EQUIPMENT

A sample of common equipment available during the time periods covered in this book is given on the opposite page to the left. Refer to the descriptions below for other pertinent information.

COMMUNICATIONS DEVICES

Communications devices in the *Star Wars Roleplaying Game* are assumed to use the same basic set of frequencies. The primary differences between them lie in range, size, and what kind of data (audio, video, or holo) they can carry. If two or more communication devices are within range of one another and share a data type, they can communicate.



Comlinks

A personal communications transceiver, the comlink consists of a receiver, a transmitter, and a power source. Comlinks come in a variety of shapes and styles. Comlinks can be adjusted to broadcast on countless different frequencies, and there are literally thousands of encryption modules available to ensure secure communications. (More expensive comlinks can be purchased with encrypting routines built in, see below).

There are also "Standard Clear Frequencies" (or SCFs) which can be used for any public communications, such as when a ship wishes to hail a spaceport or other ship, or when a local government needs to make a broadcast that should be picked up by all comlinks within a specified area. Most comlinks can be set to monitor one specific frequency and SCFs simultaneously; more advanced comlinks can be set to monitor several frequencies at once.

Short-range comlinks have a range of about 50 kilometers (often up to low orbit in clear weather), and they can be built into helmets and armor; for example, stormtrooper armor includes a helmet equipped with a short-range comlink.

A *long-range comlink* has a range of 200 kilometers or high orbit, and it requires with a backpack-sized com set and are often found in vehicles. For double the cost, a long-range comlink can be miniaturized to a wrist-sized unit.

Encryption: A comlink can have hardwired encryption routines for *ten times* the base cost. Encryption technology requires a Heroic *communications* roll to decrypt if intercepted. Encrypted comlinks also create a tiny field of white noise around the device and whoever holds it, making it difficult to overhear what is said into the unit (*-2D search* penalty to overhear) or sounds coming out of it (*-3D search* penalty).

Video Capability: A comlink can have video capability (two-dimensional images with audio) for *twice* the base cost.

Holo Capability: A comlink can have holo capability for *five times* the base cost. This comlink is able to receive and send holographic images (three-dimensional images in addition to audio), it can even receive (though not send) HoloNet transmissions. Another feature is the ability to match a recorded holographic image with the sender's live audio. When this feature is used, the sender's visual image is replaced by a recorded hologram (of him or another person), which moves to match the sender's speech. Detecting that the image does not exactly match the spoken message is a Difficult *search* task.

■ PERSONAL COMLINK

Type: Personal hand-held comlink

Skill: *Communications*

Cost: 25

Availability: 1

Range: 50 kilometers over land and up to low orbit in good weather.

■ MILITARY COMLINK

Type: Military hand-held comlink

Skill: *Communications*

Cost: 100

Availability: 2,R

Range: 50 kilometers over land and up to low orbit in poor weather.

Game Notes: This comset has access to restricted and encrypted military frequencies.

■ VEHICLE COMLINK

Type: Vehicle/High-power backpack multi-signal comset

Skill: *Communications*

Cost: 250

Availability: 1

Range: 200 kilometers surface range, surface-to-orbit in all weather.

Game Notes: This comset must be installed in a vehicle, or worn as a backpack.

Subspace Transceiver

Subspace transceivers allow faster-than-light audio, video and hologram communications at greater ranges than standard comlinks, but their ranges are still quite limited. Small subspace transceivers may only reach a few light-years away, although high-powered units can reach a distance of well over 100 light-years. Most starships have a subspace transceiver for distress signals, and the average citizen can normally afford to send a subspace message at a relatively modest cost.

Encryption: A subspace radio can have hardwired encryption routines for *five times* the base cost. Encryption technology requires a Heroic *communications* roll to decrypt if intercepted.

Video Capability: A subspace radio can have video capability (two-dimensional images with audio) for *twice* the base cost.



Holo Capability: A subspace radio can have holo capability for *four times* the base cost. This subspace radio is able to receive and send holographic images (three-dimensional images in addition to audio), it can receive (though not send) HoloNet transmissions. Another feature is the ability to match a recorded holographic image with the sender's live audio. When this feature is used, the sender's visual image is replaced by a recorded hologram (of him or another person), which moves to match the sender's speech. Detecting that the image does not exactly match the spoken message is a *Difficult search* task.

SUBSPACE TRANSCIEVER (SMALL)

Type: Desktop subspace radio
Skill: Communications: subspace radio
Cost: 300
Availability: 1
Range: 3 light-years.

SUBSPACE TRANSCIEVER (LARGE)

Type: High-power subspace radio station
Skill: Communications: subspace radio
Cost: 1,000
Availability: 1
Range: 200 light-years.

Pocket Scrambler

This is a simple add-on device that can be attached to any normal communications device, such as a comlink or subspace transceiver. The pocket scrambler automatically encodes any outgoing message so that it can be read only by a communications device equipped with a linked pocket scrambler.

POCKET SCRAMBLER

Model: Verge Corp. PS-xqt9s Pocket Scrambler
Type: Data encryption device
Skill: Communications
Cost: 400
Availability: 4, F or R
Game Notes: An Easy *communications* roll is required for normal use. Without a similar device and the appropriate code, a Very Difficult *communications* roll is necessary to decrypt message.

Jammer Pack

A jammer pack produces communications-fouling noise that is broadcast in a 150-meter radius from the unit, completely shutting down comlink and holo communication.

JAMMER PACK

Model: Modified M39 MicroThrust ComTech
Type: Communications disruption unit
Skill: Communications
Cost: 1,000
Availability: X
Game Notes: To successfully activate the jammer pack requires a Moderate *communications* roll. If successful, it produces high-gain white noise on all communications bandwidths, preventing any comlink transmission within a 150-meter radius. The *communications* roll may also set the difficult for another opposed *communications* roll by a person attempting to transmit.

Translators

Communication with aliens who don't know Basic (or can't speak Basic, such as Wookiees), will likely use a translation device. There are myriad available on the market, some with very basic pre-programmed phrases, such as a vox-box and others

which are able to translate languages in real-time. Two of the more common devices are listed below. Altering one or more of a vox-box's pre-programmed phrases requires a *Moderate computer programming/repair* roll.

ALIEN ENHANCER VOX-BOX

Model: Standard Alien Enhancer Vox-Box
Type: Audio playback unit
Cost: 200
Availability: 2 (Basic), 3 (other languages)
Game Notes: This is a simple audio playback unit with twelve pre-programmed basic phrases ("Yes", "No", "Greetings", "When?", "Where?", "How much?", "Please take me to someone with authority", "I understand", "I need medical attention", "I mean no harm", "I'm sorry", and "I don't speak Basic", each with its own button. Useful for species unable to speak Basic.

TRANSLITERATOR

Model: Standard Transliterator
Type: Language interpretation unit
Skill: Communications
Cost: 1,200 (includes 500 of the most common languages), 500 (module with 500 additional languages)
Availability: 3
Game Notes: An Easy *communications* roll is required to properly select up to 20 different languages to be tracked. Device is effective to a range of 10 meters, but aural receptors focus on nearest sounds first. Individual displays of phrase or word translations can either remain in place until manually cleared by user or clear after a pre-set delay period of 15 seconds. This unit's database contains 500 specific "common" languages and dialects.

COMPUTERS AND STORAGE DEVICES

A computer includes any electronic device that stores and processes data. In some case, the device may add a bonus when making *computer programming/repair skill* rolls.

Code Cylinder

A compact encoded security device issued to many military, political, or corporate officials, a code cylinder accesses computer data via a droid's scomp link or provides entry into restricted facilities. Each cylinder features the user's personal security clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and New Republic personnel use them to facilitate security measures.

CODE CYLINDER

Model: Standard Code Cylinder
Type: Compact encoded security device
Skill: Computer programming/repair
Cost: 500
Availability: 2
Game Notes: Code cylinders can be programmed at properly equipped computers by making an Easy *computer programming/repair* roll. Without such systems the difficulty is Very Difficult. If your *computer programming/repair* roll fails by 5 or more, the code cylinder's self-destruct programming activates and ruins the cylinder.

Credit Chip

The credit chip is a small, flat card that features a security codeout and credit algorithm memory stripes. The chip can hold a specified number of credits appropriate to the government that issued it, or it can draw from a specific account held by the user. Credit chips not only allow quick and easy transfers of

funds but also protect users from theft. Credit chips are encrypted storage devices. Accessing a credit chip in order to manipulate the credits it will dispense, requires a Very Difficult *computer programming/repair* roll. If you fail by 5 or more on your roll to access an account, the credit chip's security program detects the intrusion attempt and self-destructs.

Modifying a credit chip so that government and bank computers think that it draws on a different account or that it has a different value stored requires a Heroic *computer programming/repair* roll. You won't know if your check succeeded until after you attempt to use the modified credit chip. If you fail, the government or bank computer orders the chip's self-destruct programming to activate, ruining the chip. If you fail by 10 or more, the chip's self-destruct programming activates and the government or bank computer has traced your location, dispatching security personnel to apprehend you.

CREDIT CHIP

Model: Standard Credit Chip

Type: Credit chip

Cost: 100

Availability: 1

Game Notes: For a newly purchased chip, a Very Easy *computer programming/repair* roll is required to encode a password making it accessible only by the owner.

Datacard

A datacard is a simple storage device. Intended solely as external storage for a computer, it has no interface for direct display, editing, or entry of data. They are often called "datatapes" in many sectors.

DATACARD

Model: Standard Datacard

Type: Datacard

Skill: *Computer programming/repair*

Cost: 10

Availability: 1

Datapad

Datapads are electronic information storage devices noted for their small size and portability. Datapads can store relevant personal data, encyclopedic entries and other basic information, though the microprocessors in such units generally cannot perform higher level computing.



Datapads are available in a wide range of configurations – less expensive models are often dedicated to the storage and collation of a single type of data. Smaller, more expensive units can be customized to handle a variety of information types. Some high-priced datapads contain a small holo-projector which gives the user a "heads-up" display rather than the standard flat screen common on lower-end units.

DATAPAD

Model: Standard Datapad

Type: Portable computer workstation

Skill: *Computer programming/repair*

Cost: 100; (1,000 with holo-projector unit and built-in comlink.)

Availability: 1

Game Notes: Datapads may be used to access public information networks or the HoloNet if combined with a comlink or other connection device. It can be loaded with as many as 5 datacards simultaneously.

Mainframe Computer

Mainframes are the complex computer systems and networks which are the backbone of corporations, capital ships, and governments. These systems support multiple users and generally have very complex anti-slicing systems (Requiring Very Difficult to Heroic *computer programming/repair* skill rolls just to get access to the mainframe). Most large capital starships will have a type of mainframe computer.

MAINFRAME

Model: Standard Mainframe Terminal

Type: Computer mainframe

Skill: *Computer programming/repair*

Cost: Varies (see below)

Availability: 1

Game Notes: Mainframes are data processing and information storage computers, capable of supporting multiple users simultaneously. Mainframe security varies by the kind of corporation it belongs to. Mainframes grant a *computer programming/repair* bonus to rolls involving information download. The bonus depends on the mainframe's power, note that the cost per console is for a single computer terminal, not for the entire mainframe computer:

BONUS	COST	BONUS	COST
+1	2,500	1D+1	8,500
+2	3,900	1D+2	17,000
1D	5,200	2D	43,000

Portable Computer

Compact and light enough to be carried in an attache case or backpack but powerful enough to run fairly complex programs, portable computers are the information technology of choice for anyone who needs access to a lot of data while on the go. As such, they are particularly popular with traveling business executives, military commanders in the field, and slicers.

PORTABLE COMPUTER

Model: Standard Hand-held Computer

Type: Computer

Skill: *Computer programming/repair*

Cost: Varies (see below)

Availability: 1

Game Notes: Hand-held computers can be used to access public information networks, or to slice into the HoloNet or other secure networks. It can be loaded with as many as 5 datacards simultaneously. Hand-held computers grant a *computer programming/repair* bonus to rolls relating to calculation, or involving information download. The bonus depends on the computer's power:

BONUS	COST	BONUS	COST
+1	500	1D+1	1,500
+2	750	1D+2	3,000
1D	1,000	2D	6,000

Personal Computer

Personal computers are designed for use in homes, businesses, and small starships and transports. They are capable of performing various data searches on the HoloNet or other networked information systems, and may also assist in various calculations and data storage. Note that Nav Computers which perform astrogation calculations are specifically designed for that task. Personal computers do not generally have that kind of computation power.

PERSONAL COMPUTER

Model: Standard Private Computer

Type: Computer

Skill: Computer programming/repair

Cost: Varies (see below)

Availability: 1

Game Notes: Private computers can be used to access public information networks, or even to slice into the HoloNet or other secure networks. It can be loaded with as many as 5 datacards simultaneously. Private computers grant a *computer programming/repair* bonus to rolls relating to calculation, or involving information download. The bonus depends on the computer's power:

BONUS	COST	BONUS	COST
+1	250	1D+1	1,200
+2	450	1D+2	2,400
1D	800	2D	4,800

DETECTION AND SURVEILLANCE DEVICES

Some detection devices augment a character's natural ability to perceive its environment (for example, macrobinoculars) providing a bonus or reducing penalties on *Perception*-based skill rolls. Others use sensors to scan their surroundings beyond the normal visual and audible range.

Macrobinoculars

Macrobinoculars are personal image-magnification devices, often capable of enhancing vision up to one kilometer away (this is an "average" set of macrobinoculars; other models may have much longer or shorter ranges). These devices provide computer-enhanced images as well as information on range and targeting. All *search-* and *Perception*-oriented skills are increased by 3D when using these tools to view areas more than 100 meters away (normal modifiers apply).

If attached to a blaster via specialized programming software, they provide a +3D bonus to all medium and long-range shots (they are ineffectual for short and point-blank range shots). Additionally, the user must be using the macrobinoculars and weapon in a "sniper" type of position, requiring a steady resting spot and at least one round of preparation.

Thousands of different models of macrobinoculars are commercially available. Lower-priced units often forgo any kind of "zoom" feature, instead providing only a fixed magnification. Higher-priced macrobinoculars can provide detailed range and targeting data and often can record a holographic representation of whatever is seen through the device's viewfinder.

MACROBINOCULARS

Model: Standard macrobinoculars

Skill: Sensors

Cost: 100

Availability: 1

Range: 100–250/500/1,000

Game Notes: All modes have an Easy *sensors* difficulty at short range, increasing one level per range band. *Search* and other *Perception*-based rolls may be increased when using macrobinoculars by +3D when used to find something more than 100 meters away.

Glow Rod

Glow rods are portable illumination devices that derive their power from long-lasting energy cells or chemical reactants. Personal glow rods are generally small, hand-held units that project a beam of light up to 50 meters (although more expensive models can have much longer ranges).



Some higher-priced glow-rods are considerably larger and heavier, but are capable of generating a considerably brighter beam. These larger units are often equipped with sturdy legs, and a programmable swivel mount, allowing the device to act as a limited searchlight or signaling device.

GLOW ROD

Type: Standard glow rod

Cost: 10

Availability: 1

Range: 50 meters

Fusion Lantern

A hand-held light source larger than a glow rod, the fusion lantern produces light and heat. The light spreads out from the lantern, producing illumination in a 50 meter radius (although more expensive models can have much longer ranges).

Some higher-priced fusion lanterns are considerably larger and heavier, but are capable of generating considerably greater heat, and a brighter beam and radius.

FUSION LANTERN

Type: Standard fusion lantern

Cost: 25

Availability: 1

Range: 50 meter radius

Recording Rod

Recording rods are small, cylindrical data storage devices. Generally, recording rods are 30 centimeters long, and are capable of recording sounds or visuals within a range of 15 meters. Recording rods generally can store up to 100 standard hours worth of audio data, which can be accessed repeatedly or fed into a compatible computer system for enhancement. These devices are re-usable, though recording over existing data deletes the older information in favor of the new.

Recording rods – like most items commercially available in the galaxy – come in a variety of types. Lower-priced models allow audio recording only, while others can store audio, visual and holographic information.

■ RECORDING ROD

Type: Data storage device
Cost: 25 (audio recorder), 50 (video recorder), 100 (holo-recorder)
Availability: 1
Audio Range: 15 meters
Game Notes: Can store up to 100 standard hours worth of audio data, 10 hours of video data, or 1 hour of holo-video data.

Sensor Packs

Sensor packs are portable scanning devices that can detect life-forms, com signals, energy emissions, tectonic instability and any number of other phenomena. Most sensor packs are hand-held devices that are fairly bulky; more sensitive apparatus must often be handled by two or more people.

Smaller sensor packs are only capable of detecting a single phenomenon (such as a comm signal or life-form); the more functions the sensor pack is required to perform, the larger the unit tends to be. Most hand-held sensor packs are only capable of giving general information about what has been detected (such as the general direction and frequency of a comm signal, or the relative distance to a life-form) but cannot give precise data. Larger units tend to be more accurate – and more sensitive – but are also more expensive.

■ PORTABLE SENSOR PACK

Model: NeuroSaav 8932/D Sensor Pack
Type: Portable scanning device
Skill: Sensors
Cost: 300
Availability: 2
Game Notes: The NeuroSaav 8932/D is a general-purpose sensor apparatus that can detect either the presence of a life form, or the presence of a comm signal. Characters using the unit receive a +1D bonus to sensors. The device can scan up to 300 meters away, and will give approximate bearings to the source of a comm transmission or to the location of a life form.

■ MILITARY SENSOR PACK

Model: NeuroSaav 4100/Mil Enhanced Sensor Pack
Type: Portable scanning device
Skill: Sensors
Cost: 1,500
Availability: 2, R
Game Notes: Able to scan to a range of 1,000 meters (though more than 1 meter of rock or metal blocks it). It can detect movement, find life forms, monitor comlink signals, and give the approximate bearings to the source of a comm transmission or a life form. Device gives a +1D bonus to sensors, or search rolls depending on the circumstances.

LIFE SUPPORT

The *Star Wars Roleplaying Game* includes many hostile environments, ranging from deep oceans to poisonous atmospheres to the vacuum of space. These devices enable creatures to function in such environments.

Aquata Breather

While underwater, an Aquata Breather can provide up to 2 hours of breathable air through its mouthpiece. Qui-Gon Jinn and Obi-Wan Kenobi used Aquata Breathers while swimming to Otoh Gunga in *Episode I: The Phantom Menace*, and Obi-Wan Kenobi used his again when evading clone troopers on Utapau in *Episode III: Revenge of the Sith*.

■ AQUATA BREATHER

Model: A99 Aquata Breather
Type: Breathing device
Cost: 350
Availability: 2
Game Notes: Provides up to 2 hours of breathable air through its mouthpiece. The A99 has advanced filters to allow it to function underwater, in a vacuum, and in certain poisonous environments.

Breath Mask

This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-support system. A breath mask system can be built into a suit of armor; Darth Vader's armor contains such a system. Replacing the filter and atmosphere canister requires an easy *Mechanical* skill roll.

■ BREATH MASK

Model: VargeCorp Easy Breathing Breath Mask
Type: Breath mask
Cost: 200 (25 for atmosphere canister/filter)
Availability: 1
Game Notes: A breath mask provides 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. A functional breath mask grants immunity to inhaled poisons, including poisonous atmospheres. A breath mask offers no protection from extreme temperatures or hard vacuum.

Space Suits and Vacuum Suits

Space suits and vacuum suits are required equipment for starfighter pilots. Space suits allow an individual to enter the vacuum of space for limited periods of time without harm. Vacuum suits – which are favored by most "fighter jocks" – perform a similar function.

Space suits are bulky, sealed uniforms that possess an independent atmosphere supply, as well as temperature regulators and waste recyclers, allowing survival in space for periods of up to one week. Higher-priced space suits often contain interior food supplies (dispensed through a tube in the helmet) that can extend the survival period.

Vacuum suits are also self-contained environments, though they dispense with most of the "amenities" provided by space suits. Most vacuum suits do not contain suit heaters, and generally hold enough atmosphere to last a few hours. However, most starfighter pilots – particularly in the Rebel Alliance – view space suits as bulky and obstructive when worn in battle. The heavy padding and insulation in a space suit makes manipulating controls in a cramped fighter cockpit very difficult. Most military pilots are willing to trade the extra atmosphere a space suit provides for the reaction time a vacuum suit allows.



VACUUM SUIT

Model: Incom Military Vacuum Suite

Type: Personal vacuum suit

Cost: 1,000

Availability: 1

Game Notes: Incom developed this version of the military flight suit decades ago; it is in common usage throughout the galaxy. The Incom vacuum suit contains 10 hours worth of atmosphere. A player character in space must make a Moderate *stamina* or *Strength* check every hour he or she is exposed to vacuum or suffer a wound caused by the freezing cold of space.

SPACE SUIT

Model: LifeLine Technologies Model 11 Space Suit

Type: Personal space suit

Cost: 2,000

Availability: 2, F

Game Notes: The LifeLine Model 11 contains a heating unit, waste recycling and onboard food supply. The suit's power supply, atmosphere and food supply will support a character for 24 standard days. The wearer suffers a -2D to all *Dexterity* attribute and skill checks.

MEDICAL GEAR

Medical equipment by itself does not restore wounds it can only help when used with the *first aid* and *(A) medicine* skills. Several common types of medical equipment are described below.

Bacta Tank

This large, specialized tank is filled with the powerful healing agent, bacta, which promotes rapid healing. A bacta tank can be used when treating wounds, disease, poison, or radiation in a creature.

A bacta tank and a supply of bacta is expensive, so such medical equipment is usually found only in hospitals, aboard capital ships, and within major military bases. Each hour of treatment consumes one liter of bacta, which costs 100 credits. A typical tank holds up to 300 liters of bacta, and the tank must hold at least 150 liters at all times to provide any benefit. Only one creature can be immersed in the tank at any given time.

BACTA TANK

Model: Zaltin and Xucphra Corporation Bacta Tank

Type: Bacta tank

Skill: *(A) medicine*

Cost: 100,000 (empty), (100 per liter of bacta, tank holds 300 liters)

Availability: 2

Game Notes: Fully heals a patient on a successful Easy *(A)medicine* or Heroic *first aid* or *Technical* roll. Healing time is 1D hours for *Wounded* patients, 4D hours for *Incapacitated* and 1D days for *Mortally Wounded*. If the roll fails, patient's injury worsens two levels.

Medical Kit

This backpack-sized medical kit includes almost everything a first responder needs to save a life: diagnostic scanners, anti-venom, medicine to counteract the effects of contaminated water and radiation poisoning, burn treatments, defibrillators, respirator, shock blankets, pressure cuffs, a collapsible repulsor-lift stretcher for patient transport (capable of hovering with 160 kg load), and even a surgical cutting tool.

You need a medical kit to revive a dying character, treat disease, treat poison, or treat radiation.

CUSTOMIZED MEDICAL BACKPACK

Model: Chiwab Amalgamated Pharmaceuticals Company ECM-598

Type: Advanced medical kit

Skill: *First aid*, *(A) medicine*

Cost: 600

Availability: 2

Game Notes: Treat all components as requiring a Very Easy *(A) medicine* roll or a Moderate *first aid* roll unless otherwise noted. Each kit contains the following items:

- **Medpacs:** A medical kit has six external pouches for carrying medpacs (not included in cost).
- **Hand-Held Diagnostic Scanner:** Provides readout of patient's vital signs, specifics on injury and recommended procedures. Can also be used with a Difficult *sensors* roll.
- **Medicines:** Anesthetics, blood pressure, respiration and pulse regulation compounds, as well as other essential medicines (for a number of common species).
- **Emergency Procedures Database:** Easy computer programming/repair roll. Based on initial scanner findings, this emergency database provides the user with a quick reference collection of treatment procedures.
- **Filtration Mask:** Supplies sufficient oxygen flow; may also be connected to one of several atmospheric compound bottles for non-oxygen breathers.
- **Heat Closure Packs:** Pressurized sealant bandages with medicines which, when exposed to air, cauterize and sterilize a wound up to 10 centimeters in diameter.
- **Laser Scalpel:** Easy *(A) medicine* or Difficult *first aid* roll. Precision cutting tool.
- **Medicine Dispenser:** Can be loaded with a variety of medicines.
- **Portable Repulsor-Stretcher:** Collapsible one-person operation anti-grav stretcher capable of supporting up to 150 kilograms.
- **Pressure Cuffs:** Circular metal sleeves of varying diameter (5-30 centimeters) which inflate pressurized chambers around wound area.
- **Sterile Heating Cloth:** Covers an area up to 1.6 meters × 0.75 meters with a sterilized, heat-insulated covering.
- **2 Universal Plasma Fluid Sacks:** Intravenous feed provides universal plasma stabilization serums.

Medpac

Medpacs are emergency medical kits that contain the necessary medicines, stimulants, coagulants and healing drugs to save lives in crisis situations. While most commercial and military medpacs contain a wide variety of medical supplies, medpacs are not as effective as a fully-stocked medical bay. Medpacs contain supplies for on-site treatment of contusions, burns, broken limbs and other traumatic injuries; serious wounds (internal bleeding, brain damage, and so forth) must be treated in a more advanced facility.



Most medpacs are designed for use on a limited number of species; aliens that are not widespread throughout the galaxy — such as the Noghri — will find commercial medpacs of limited use. Imperial-issue medpacs contain medicines that are useful on humans only.

A character using a medpac must make a successful *first aid* check. Once a medpac has been used, it is expended.

MEDPAC

Type: Standard medpac

Skill: *First aid*

Cost: 100

Availability: 1

Game Notes: Heals one wound level on a successful *first aid* roll, being expended after that.

Surgery Kit

This small kit contains the instruments a character needs to perform surgery on a wounded character using the *(A) medicine* skill. Surgery is only required if the gamemaster deems the injury to require it (mangled appendage, internal bleeding, severe burns) and/or there is no access to a bacta tank. You must be trained in the *(A) medicine* skill to perform surgery using a surgery kit.

■ SURGERY KIT

Type: Standard surgery kit

Skill: *(A) medicine*

Cost: 1,000

Availability: 2

Game Notes: Fully heals a patient on a successful *(A) medicine* roll (base difficulty is Easy, modified at gamemaster discretion). Difficulty may be modified based on the complexity and conditions of the surgery. Healing time is 4D hours for *Wounded* patients, 1D days for *Incapacitated* and 2D days for *Mortally Wounded*. If the roll fails, patient's injury worsens two levels.

CYBERNETIC PROSTHECTICS

Prosthetics are one of the many wonders of the *Star Wars* universe. Prosthetics generally replace badly damaged tissue, limbs, or internal organs. Other prosthetics actually enhance a person's abilities.

However, while these prosthetics are available, they are not very widely accepted. The average galactic citizen feels that the distinction between being and machine must remain definite. As machine intelligence advances, the feelings of mistrust and fear grow stronger and stronger.

This judgment extends to the use of prosthetics. People with prosthetic *replacements* are considered a little less than human (or whatever their race), and are often viewed with pity or mistrust. Prosthetic recipients reportedly are less in tune with their natural motivations, attitudes and emotions. For these reasons, prosthetic recipients often go to great lengths to hide artificial limbs and other alterations (Luke Skywalker's artificial hand is a secret to all but his closest friends).

The use of prosthetic *enhancements* is an abomination to most people. It is widely believed that no amount of improvement is worth giving up part of oneself and one's being. Tools are available to make you a better shot or give you a better computer programming skill — why permanently mutilate yourself?

These cybernetic enhancements are not meant to be a shopping list for characters. Criminals and others who don't care what society thinks will be outfitted with this machinery, but the players' characters shouldn't be.

Replacement Prosthetics

The primary use of prosthetics in the *Star Wars* universe is to replace limbs and organs damaged beyond repair. Replacements duplicate the abilities of the natural organ or limb. They do not enhance performance in any way.

■ REPLACEMENT PROSTHECTICS

Model: BioTech Repli-Limb Prosthetic Replacements

Type: Cybernetic prosthetics

Cost: The following costs include the basic prosthetic and operation:

- Hand 1,000 credits
- Arm 2,000 credits



- Leg 2,000 credits
- Knee 1,200 credits
- Eye 2,750 credits
- Ear 2,750 credits
- Heart 5,000 credits
- Kidney 4,500 credits
- Lungs 4,000 credits

Cyber Points: 1 each

Availability: 4

Game Notes: The prosthetic is almost completely lifelike — a Difficult Perception roll is needed to tell the part from an organic one. The replacement has no special abilities.

Cybernetic Enhancements

Cybernetic enhancements are available to the desperate of the galaxy. They represent technology at its twisted worst. The technology improves a person's abilities, but reduces their humanity. A cybernetic enhancement makes the recipient less empathetic toward other beings and increases his chance to be consumed by the dark side of the Force.

When a person buys an enhancement package, he increases one attribute by a number of pips or die codes. Every skill based on that attribute increases by the same number of pips or die codes, but *only* if that skill is improved to a die code greater than the attribute. In other words, it is much cheaper to buy an enhancement *before* the character has built up high skill codes. Every package has a base cost. Use the following formula for the attribute and every skill under the attribute:

Base cost × pip increase × starting die code of attribute or skill (ignore pips)

Each individual skill must be paid for in addition to the attribute. For purposes of determining costs, each full die code of increase equals three pips. The operation must include all skills and the attribute — a character cannot avoid paying the full price of the operation.

Example: A pirate wishes to increase the *Strength* of a cybernetic hand from 3D+1 to 5D+1. The base cost of the hand is 1,000 credits. The desired increase is 2D, or a total of 6 pips, and the base skill code (ignoring pips) is 3D.

So increasing the *Strength* code of a replaced hand and arm that is currently *Strength* 3D+1 by 2D would cost 1,000 (base cost of the hand) × 6 pips (equivalent to the 2D increase in damage) × 3 (for the 3D+1 in base skill the hand already possesses) which equals 18,000 credits.

There are also less tangible costs. First, many people have a strong prejudice against prosthetics, even cosmetic prosthetics (Luke Skywalker's artificial hand is a closely held secret). People who have obvious cybernetics are generally met with outright fear, suspicion and hatred. Second, Dark Side Points accumulate more quickly among the partially artificial. A cybernetically enhanced character who commits evil receives more Dark Side Points when they transgress. A *replacement* is only considered a *half-enhancement* for this purpose, rounding down.

Number of Extra Enhancements	Extra Dark Side Points
1-2	+1
3-4	+2
5-6	+3

Note that these rules will not have much of an effect on non-Force-sensitive characters, since they only receive Dark Side Points when they commit evil and use a Force Point. However, for Force-sensitive characters, who receive Dark Side Points whenever they commit evil, these rules will require them to be ever-vigilant and to act with good intentions or risk going over to the dark side.

Optional Force User Penalty. The use of prosthetics is especially dangerous to those who believe in and use the Force. The unnatural combination of man and machine makes tapping the Force harder, but also opens the person to the temptations of the Dark Side once the Force has been called upon. Each prosthetic gives the character one *cyber point*.

Cyber points are penalties applied to *all* of a character's Force skill dice, at a rate of 2 pip per cyber point for *enhancements* and 1 pip for *replacements*. For example, a character who has received an *enhanced* cybernetic hand, and has an *alter* of 3D, a *sense* of 2D+1, and a *control* of 2D+2, would have his *alter* Force skill reduced to 2D+1, his *sense* to 1D+2, and his *control* to 2D.

SURVIVAL GEAR

Whether you're exploring the Dune Sea of Tatooine or scaling the volcanic mountains of Mustafar, you need the right equipment to survive. The most important considerations are food, water, shelter, and a way to signal for help. On many worlds, a lack of survival gear leads to a quick death.

All-Temperature Cloak

This wrap-around cloak protects its wearer from the elements, providing a +1 pip bonus to its wearer's *survival* skill rolls.

ALL-TEMPERATURE CLOAK

Model: A/KT all-temperature cloak

Type: Synthcloth cloak

Cost: 100

Availability: 1

Game Notes: Adds +1 pip bonus to its wearer's *survival* skill rolls.

Chain

This 3-meter length of chain can safely support over 5 metric tons of weight.

CHAIN

Type: Chain

Cost: 15

Availability: 1

Field Kit

Essentially a backpack full of survival gear, the typical field kit contains various assortments of equipment. Additionally some kits will contain medpacks and other survival gear.

FIELD KIT

Model: Chedak Field Kit

Type: Standard survival knapsack

Cost: 1,000

Availability: 2

Game Notes: A field kit contains :

- 2 condensing canteens with water purification. A Very Easy *survival* roll is required for use. Average filtration time is 5 minutes. The unit will notify user when cleansing process is completed.
- a bed roll
- a week's worth of food rations
- two glow rods
- two breath masks, 24 filters, 12 atmosphere canisters
- and an all-temperature cloak.

Jet Pack

Jet packs are an unusual form of conveyance that more commonly see use with military forces or fringe groups (although a number of commercial jet packs are available). A jet pack is simply a propulsion system that a pilot can strap on, allowing flight over short distances. Arm and wrist controls are often employed for maneuvering, and many civilian packs have limited sound baffles to conform with local noise ordinances; while these baffles reduce noise, they also reduce the unit's speed as well.

JET PACK

Model: Arakyd Aerodynes, Inc. Hush-About AJP-400

Type: Personal jet pack

Skill: Jet pack operation

Cost: 1,800, 150 (power pack recharge), 150 (portable carrying case)

Availability: 3, F or R

Game Notes: The Arakyd Hush-About AJP-400 is capable of lifting up to 300 kilograms (total). It moves vertically 200 meters per charge, horizontally up to 500 meters per charge. A fully charged unit has 10 charges and can be run on continuous charge-feed. During normal operation this unit produces very little noise. Any attempt to locate a Hush-About using auditory pickups requires a successful *search* roll at a +10 penalty to the Difficulty.

Liquid Cable Dispenser

Cable dispensers contain a special liquid that instantly solidifies upon contact with either atmosphere or vacuum to form a tough, lightweight, flexible cable. The dispenser contains enough liquid for 15 meters of cable and is refillable at authorized outlets.

■ LIQUID CABLE DISPENSER

Model: SureGrip Liquid Cable Dispenser
Type: Liquid fiber line dispenser
Cost: 10
Availability: 2
Game Notes: 15 meters. Can support 500 kilograms.

Ration Pack

Ration packs are compact meals that take up little room (you can fit six in a pouch designed to carry a data pad) but have all the requirements to nourish a person for one day. Each ration pack is geared for a range of species. The food isn't appetizing, and it doesn't include water, but it does prevent malnutrition.

■ RATION PACK

Type: Standard dehydrated food pack
Cost: 2
Availability: 5
Game Notes: Each dehydrated food pack contains enough nourishment for a human for one meal (does not include liquids).

Rocket Pack

Rocket packs are an alternative to jet packs. Where jet packs pull outside air into an ignition chamber — mixing fuel and air internally to provide thrust — rocket packs contain combustible chemical fuel. Because of this, rocket packs do not require outside air to generate thrust, allowing the devices to operate in space as well as inside an atmosphere.

Rocket packs are heavier and louder than jet packs (due largely to the onboard chemical fuel cells). As a trade off, rocket packs are considerably faster, and provide a better "all-environment" flight capability. The main danger in using a rocket pack in combat is the chemical fuel cell; a stray blaster shot can cause a rocket pack to explode.

■ ROCKET PACK

Model: Zanclraman DSP-5 rocket pack
Type: Personal rocket pack
Skill: Rocket pack operation
Cost: 400
Availability: 2, R
Game Notes: The DSP-5 rocket pack can carry up to 60 kilograms and can move up to 70 meters vertically or 160 meters horizontally in a single charge. The unit has 12 charges.



Syntherope

Syntherope is — as the name implies — a synthetic, durable multipurpose cable. Created from high-strength polymers, syntherope is tough, lightweight and flexible, capable of supporting up to 700 kilograms of weight. Although not as compact and convenient as a liquid cable dispenser, syntherope is stronger and more durable. A coil contains 45 meters of syntherope, and unlike liquid cable it is meant to be reused.

■ SYNTHEROPE

Model: SureGrip Syntherope
Type: Synthetic fiber line
Cost: 20
Availability: 1
Game Notes: 45 meters. Can support 700 kilograms.

TOOLS

Any object designed to make a task easier — or take care of it entirely — is essentially a tool. Most technical jobs can be performed with a security kit or tool kit, but some devices not included in those packages don't fit under any other category, and are presented here.

Binder Cuffs

Binder cuffs are durasteel restraints designed to lock two limbs of a prisoner together, normally the wrists or ankles, but it is possible to lock one arm to one leg or use the binder cuffs to hook a prisoner to a tree.

■ BINDER CUFFS

Model: Loris Merr-Sonn Binder Cuffs
Type: Personal restraint device
Cost: 50
Availability: 1
Game Notes: Binder cuffs have a Strength of 5D to hold individuals.

Energy Cell

This small battery provides power for devices, including certain types of low energy weapons. An energy cell appears as a small, flat disk. It can be recharged with a power recharger.

■ ENERGY CELL

Model: Hortex 4200 Energy Cell
Type: Energy storage cell
Cost: 10
Availability: 1

Fire Extinguisher

Fire-extinguishers use a chemical agent to inhibit a fire's access to oxygen. The chemical is non-toxic to most species and is able to fight most fire classes (electrical, chemical, wood), however a fire extinguisher is useless against plasma or other unusual fire types.

A full-round blast from this tool produces a chemical cloud that provides total concealment. Those inside the cloud can't see targets outside the cloud, and those outside the cloud can't see targets inside the cloud. The cloud spreads 5 meters in all directions for every round it is activated. It dissipates after 3 rounds (no matter how large the cloud). Each round where the fire extinguisher is used depletes one-tenth of its chemical supply.

■ FIRE EXTINGUISHER

Model: Themex 50-A Fire Suppressor

Type: Fire extinguisher

Cost: 50

Availability: 1

Game Notes: The extinguisher can put out a fire of up to a 50 meter in area at a rate of 5 meters per round before it is depleted. Reloading the fire extinguisher takes an entire round. Replacement chemical cartridges for the extinguisher cost 25 credits each.

Mesh Tape

The usefulness of mesh tape is limited only by a character's imagination. Mesh tape adhesive can support up to 90 kg indefinitely (and up to 180 kg for up to 5 rounds).

■ MESH TAPE

Model: Standard Mesh Tape

Type: Utility adhesive

Cost: 5

Availability: 1

Game Notes: Mesh tape requires *Strength* 3D to break when used to bind another character. A roll provides 30 meters of tape, 5 centimeters wide.

Power Pack

A power pack is a compact rectangular battery that fits into the grip or barrel of an energy weapon, such as a blaster, to provide the power needed to fire it. A power pack can be recharged with a power recharger.

■ BLASTER POWER PACK

Model: Standard Blaster Power Pack

Cost: 25

Availability: 1

Damage: Per weapon

Game Notes: May be used for any blaster in its class: blaster pistol packs fit most blaster pistols, blaster rifle packs fit most blaster rifles, etc.

Power Recharger

A power recharger is used to recharge a power pack or energy cell. The recharge process takes 4 hours, and only one power pack or energy cell may be recharged at a time. A power recharger holds enough power to recharge 100 packs or cells, but is normally connected to a ship's or building's power supply, allowing it effectively unlimited recharge capacity.

■ POWER RECHARGER

Model: Typical Power Recharger

Type: Portable power recharger

Cost: 100

Availability: 1

Security Kit

A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. On most worlds, possession of a security kit is illegal for anyone who doesn't have the proper permits, such as members of law enforcement agencies and professional security experts.

■ SECURITY KIT

Type: Typical security kit

Skill: Security

Cost: 750, 1,500 (mastercraft)

Availability: 2, R or X

Game Notes: This item gives its user a +1D bonus on security rolls. It also provides a +1D bonus on any repair rolls relating to security systems. A mastercraft security kit provides a +2D bonus to security and contains a comlink that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.

Tool Kit

You may use the various tools in a standard tool kit to reprogram a droid or to repair a damaged starship or vehicle. A standard toolkit is generally required for any use of the "repair" skills. The standard tool kit below, represents a broad collection of tools designed to take apart, analyze, modify, and rebuild almost any technological device. Note that each individual tool has its own cost and may be purchased piecemeal.

Enhanced tool kits are designed for use with a specific repair skill (e.g. *repulsorlift repair*). Enhanced tool kits contain special, unique tools and small parts for repairing various systems and components unique to their specialization. At gamemaster discretion, small components should be included, however, larger replacement parts will have to be purchased additionally (e.g. hyperdrives, power couplings etc.). Use of any enhanced tool kit requires *all* of the tools listed in the standard tool kit below.

■ STANDARD TOOL KIT

Type: Typical tool kit

Skill: Various repair skills

Cost: 650 (the individual cost per tool is listed below)

Availability: 1

Game Notes: This toolkit (or a similar arsenal of tools) is required to use any "repair" skill.

- *Vibropick* (50 credits): For shorting out electronic components or soldering wires). Accidental exposure causes 1D damage.
- *Fusion cutter* (75 credits): Designed for cutting apart durasteel and similar materials. Accidental exposure causes 5D damage.
- *Worklight* (25 credits): Illuminates hard-to-see workspaces. Runs off power cell (12 hours).
- *Hydrospanner* (50 credits): Tightens and loosens all forms of fasteners)
- *Plasma welder* (50 credits): Joins two surfaces together. Allows for welds from 0.2-20 centimeters in diameter.
- *Beam Drill* (50 credits): For punching precise holes through durasteel and similar materials.
- *Power scanner* (150 credits): For analyzing circuitry.
- *Power prybar* (30 credits): For forcing things open. When used to pry things up, open or apart, this tool adds +1D to +3D to the user's *Strength* depending on the model.
- *Parts* (50 credits): Various circuits, wires and small components.
- *Vibrosaw* (75 credits): Designed for things that don't call for a fusion cutter.) STR+1D damage.
- *Welding goggles* (35 credits): Do you don't burn out your eyes.
- *Tool harness* (10 credits): For holding all of your tools on your person.

■ ENHANCED TOOL KIT

Type: Enhanced tool kit

Skill: Specific repair skill

Cost: 500 (+1 pip), 750 (+2 pip), 1,000 (+1D)

Availability: 1

Game Notes: This toolkit gives the user a bonus for repair work on one specific repair skill (*starfighter repair*, *aquatic vehicle repair*, *blaster repair*, *droid repair*, *equipment repair*, *walker repair*, *repulsorlift repair* etc.) ranging from +1 to +1D based on the price (Requires all of the tools from the "custom tool kit" above).

Utility Belt

A utility belt has several pouches containing a three-day supply of food capsules, a medpac, a small tool kit, a spare power pack, a spare energy cell, a glow rod, a comlink, a liquid cable dispenser with a small grappling hook, and a couple of empty pouches for whatever else the wearer wants to add (up to 0.5 kg per pouch).

■ UTILITY BELT

Model: Standard Utility Belt
Type: Utility belt
Cost: 500
Availability: 2

WEAPON AND ARMOR ACCESSORIES

A number of off-the-shelf accessories can enhance one's performance on the battlefield.

Bandolier

Since there are so many types of weapons, there are an equally large number of ammunition types. Depending upon the weapons the wearer carries, a bandolier may contain energy cells or power packs (blasters), clips (slugthrowers), explosive bolts (bowcasters), magazines (missile launchers), grenades, knives, or any other forms of ammunition.

■ BANDOLIER

Model: Ayelixe/Krongbing textiles Bandolier
Type: Bandolier
Scale: Character
Cost: 300
Availability: 2

Game Notes: A bandolier has 12 slots that can each hold a single small weapon (such as a grenade or a knife) or a single piece of equipment weighing up to about 0.5 kg. Any item on the bandolier can be retrieved as a non-roll action.

Helmet Package

When installed in the helmet of a suit of armor, this electronic package allows the armor to grant the wearer a bonus to *Perception* checks in low-visibility situations, and a bonus to ranged weapon skill uses against targets that move more than 10 meters per round. It also includes an integrated hands-free com link. Stormtrooper armor and its variants include such a system (MFTAS, or Multi-Frequency Target Acquisition System), already included in its statistics. Installing a helmet package takes 1 hour and a Moderate *armor repair* check.

■ HELMET PACKAGE

Model: Corellian Engineering HTP-40
Type: Helmet Targeting System
Scale: Character
Cost: 4,000
Availability: 2, R
Game Notes: Helmet contains tongue-activated comlink. Targeting system adds +1D to *Perception* checks in low-visibility situations, and +1D to ranged weapon skill uses against targets that move more than 10 meters per round.

Holster

Holsters are generally available for smaller weapons. (Larger weapons are carried on shoulder straps or other convalescences that cost as a hip holster.) A holster for a melee weapon is usually called a sheath.

Hip Holster: This holster holds the weapon in an easily accessed-and easily seen-location.

Concealed Holster: A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket, vest, or cloak). Small weapons and single-bladed lightsabers can be carried in concealed waistband holsters (often placed inside the wearer's waistband in the small of the back), or carried in ankle, boot, or wrist holsters.

A concealed holster requires an Easy *Dexterity* skill roll to draw the weapon, this is considered an action.

■ HOLSTER

Type: Typical weapon holster
Scale: Character
Cost: 25 (Hip), 50 (Concealed)
Availability: 1

Targeting Scope

A targeting scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use unless in a steady aiming position. Installing a targeting scope on a rifle or pistol requires 10 minutes and an Easy *equipment* or *blaster repair* skill roll.

Standard: A standard targeting scope adds a bonus to medium- and long-range shots from blaster and slugthrowing rifles and carbines. However, you must aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

Enhanced: An enhanced targeting scope adds +3D to medium- and long-range shots from blaster and slugthrowing rifles and carbines. Requires a Moderate *sensors* roll to sight-in a target. However, you must aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

Enhanced Low-Light: A low-light targeting scope functions the same as a standard targeting scope in normal light. However, after aiming at a target, it allows the wielder to ignore cover (but not complete darkness) from darkness when attacking that target.

■ STANDARD SCOPE

Model: SoroSuub True-Site System
Type: Electronic blaster sighting system
Skill: varies
Cost: 100 (1,000 low-light)
Availability: 2
Game Notes: Projected hologram crosshairs add 1D to *blaster* (or other ranged weapon skill) for up to long-range.

■ ENHANCED MACROSCOPE

Model: Merr-Sonn Targeter Ranging Scope
Type: Weapon-mounted image magnifier
Skill: Sensors
Cost: 750 (1,650 low-light)
Availability: 2
Game Notes: Adds +3D to medium- and long-range shots from blaster and slugthrowing rifles and carbines. Requires a Moderate *sensors* roll to sight-in a target.

MELEE WEAPONS

Used in close combat, melee weapons usually deal bludgeoning, slashing, or piercing damage, depending on the weapon's design. Some combine powered components to augment the user's own strength.

Amphistaff

An amphistaff is a serpentine creature genetically engineered by the Yuuzhan Vong to serve as a weapon. The amphistaff can become as rigid as stone or as flexible as rope, and it can contract the muscles around its head and tail to form razor-sharp edges.

The amphistaff has three distinct weapon forms: quarterstaff, spear, or whip. Switching from one weapon form to another takes an action.

AMPHISTAFF

Type: Multi-purpose melee weapon

Scale: Character

Skill: *Melee combat: Amphistaff*

Cost: Not available for sale

Availability: 4, X

Difficulty: Varies (see below)

Damage: Varies (see below)

Game Notes: The amphistaff is an organic weapon used by the Yuuzhan Vong. If used by someone familiar with its various functions, the amphistaff can be used in the following modes:

Quarterstaff: A two-headed spear which adds +1D to all *parry* rolls.

Whip: Adds +1D to attempts to "disarm" or "entangle" an opponent; successful hits with the whip inject venom.

Whip-spear: Shares the qualities of both the whip and the spear, though the granted bonuses are only +2 pips.

Venom Spitter: In addition, the amphistaff can spit venom, or inject it with a successful whip hit that results in a damage result higher than *Stunned*. Either way, a victim affected by amphistaff venom must succeed at a Very Difficult *Strength* check. If injected, the poison reduces the victim's *Dexterity* score by 1D (cumulatively). If the poison is sprayed into a victim's eyes, blindness results. The effects last until the venom is treated. Statistics for amphistaff weapons are listed below:

Mode	Difficulty	Range	Damage	Max
Quarterstaff	Easy	Melee	STR+1D+1	5D
Two-Headed Spear	Moderate	Melee	STR+2D	7D
Whip	Moderate	Melee	STR+1D+2	6D
Venom Spitter	n/a	1-3/10/20	Poison	n/a

Atlatl

A Gungan weapon, the atlatl adds speed and power as an extension of a throwing arm, allowing the user to hurl energy balls farther than with just an unaided toss. If forced into close combat, the wielder can use the atlatl as a club-like melee weapon.

ATLATL

Type: Melee weapon or thrown weapon (w/energy balls)

Scale: Character

Skill: *Melee combat: atlatl / Thrown weapons: atlatl*

Ammo: 1

Cost: 50

Availability: 3,R

Difficulty: Very Easy (club)

Range: 10/20/40 (energy ball)

Damage: STR+1D (maximum: 5D), 3D (stun or ionization damage, energy ball)

Bayonet

When mounted on a rifle, a bayonet allows you to use the rifle as a melee weapon much like a spear. A bayonet requires two hands to use when mounted on a rifle. A bayonet cannot be used on a rifle with a folded stock. A bayonet detached from a rifle is treated as a knife; a mounted bayonet deals more damage than the knife because of the added leverage and bulk.

BAYONET

Type: Typical bayonet

Scale: Character

Skill: *Melee combat: bayonet*

Cost: 75

Availability: 2, F

Difficulty: Easy

Damage: STR+1D

Cesta

Another Gungan weapon, the cesta is a flexible pole used to hurl small energy balls. It can also be used as a staff-like melee weapon.

CESTA

Type: Melee weapon or thrown weapon (w/energy balls)

Scale: Character

Skill: *Melee combat: cesta/Thrown weapons: cesta*

Ammo: 1

Cost: 100

Availability: 3, R

Difficulty: Easy

Range: 20/40/80 (energy ball)

Damage: STR+1D+1 (maximum: 6D), 3D (stun or ionization damage)

Club/Baton

Powered by the wielder's brute strength, clubs break an opponent's bones, or worse. They are the favored weapons of thugs. Batons (a variety of the club) are used by police forces on relatively peaceful worlds in crowd-control situations.

CLUB

Type: Typical club

Scale: Character

Skill: *Melee combat: club*

Cost: 15

Availability: 1

Difficulty: Very Easy

Damage: STR+1D

Electrostaff

An electrostaff is a double weapon: Each end has an electromagnetic pulse generator that discharges upon impact, allowing it to deal blunt-force wounds. If desired, either electromagnetic pulse can be set to stun its target instead. An electrostaff requires two energy cells to operate.

ELECTROSTAFF

Type: Double electric staff

Scale: Character

Skill: *Melee combat: electrostaff*

Cost: 5,750

Availability: 3

Difficulty: Difficult

Damage: STR+3D (maximum: 6D)

Game Notes: Characters with the *melee combat: electrostaff* specialization gain a +5 bonus to *melee parry* rolls. This weapon can parry lightsabers without taking damage.

Force Pike

Force pikes are one-meter-long poles topped with power tips. A two-setting power dial located near the bottom of the pike allows the user to set the weapon to "lethal" or "stun." Although primarily a vibro weapon, the force pike also delivers an electrical shock through its tip, dealing both piercing and energy damage. A force pike requires 2 energy cells.

■ FORCE PIKE

Type: Personal force pike

Scale: Character

Skill: *Melee combat: force pike*

Cost: 500

Availability: 2, R

Difficulty: Moderate

Damage: STR+2D

Gaderffii Stick

The traditional weapon of the fearsome Tusken Raiders of Tatooine, the gaderffii stick (or gaffi stick) is a deadly weapon that resembles an axe. Typically, the gaderffii is fashioned from scrap metal that the Sand People scavenge from wrecked or abandoned vehicles and machinery found in the sandy wastes of Tatooine. Despite the weapon's primitive construction, it is a highly serviceable weapon... particularly in the hands of the ferocious Sand People.

■ GADERFFII STICK

Type: Homemade melee weapon

Scale: Character

Skill: *Melee combat: gaderffii stick*

Cost: 50 (if even available)

Availability: 3,F

Difficulty: Easy

Damage: STR+1D

Hatchet

A common tool used by hunters and warriors in primitive cultures, but also commonly used as survival tools by even the most advanced cultures. Primitive variations may simply be a stone blade lashed to a piece of wood, but in advanced cultures these weapons are usually constructed out of a durable metal alloy. Hatchets can be used as thrown weapons.

■ HATCHET

Type: Typical hatchet

Scale: Character

Skill: *Melee combat: hatchet / thrown weapons: hatchet*

Cost: 35

Availability: 1

Difficulty: Easy

Range: 3-6/10/15

Damage: STR+2, 1D+2 (if thrown)

Knife

In an age of powered, long-range energy weapons, the main advantage of a knife is that it is easy and cheap to manufacture, concealable, requires no power source beyond sheer physical strength, and possession is rarely regulated by planetary governments.

■ KNIFE

Model: Standard knife

Type: Melee weapon

Scale: Character

Skill: *Melee combat: knife*

Cost: 25

Availability: 1

Difficulty: Very Easy

Damage: STR+1 to STR+1D (based on type of knife) (maximum: 6D)

Spear

A common weapon used by hunters and warriors in primitive cultures, the spear is a long wooden pole with a sharp end fashioned from stone or metal. Members of more advanced cultures enjoy using spears for sport, though these weapons are usually constructed out of a durable metal alloy. Spears can be used as thrown weapons.

■ SPEAR

Type: Typical spear

Scale: Character

Skill: *Melee combat: spear/Thrown weapons: spear*

Cost: 60

Availability: 1

Difficulty: Easy

Range: 3-10/20/30

Damage: STR+1D+1, 2D+2 (if thrown)

Staff

A Staff is made of wood, plasteel, or a metal alloy. A user can strike with either end of the staff, taking full advantage of any openings in an opponent's defenses.

■ STAFF

Type: Typical staff

Scale: Character

Skill: *Melee combat: staff*

Cost: 15

Availability: 1

Difficulty: Very Easy

Damage: STR+1D

Stun Gauntlets

Essentially gloves, or apparatuses for the fists, the stun gauntlets can be activated to produce a stunning charge when the user's fist strikes a target.

Stun gauntlets require an energy cell to operate.

■ STUN GAUNTLETS

Model: Typical stun gauntlets

Type: Hand-to-hand stun gauntlets

Scale: Character

Skill: *Brawling*

Ammo: 10 charges

Cost: 300

Availability: 2

Difficulty: Easy

Damage: STR+2D stun



Vibro-Ax

This powerful vibro weapon features an energy cell that causes the blade to vibrate rapidly when activated. This gives the weapon far greater power than a standard axe, with minimal effort from the wielder. A vibro-ax requires an energy cell.

■ VIBRO-AX

Model: Standard vibro-ax
Type: Melee weapon
Scale: Character
Skill: *Melee combat: vibro-ax*
Cost: 500
Availability: 2, R
Difficulty: Moderate
Damage: STR+2D to STR+3D+1 (depending on model) (maximum: 7D)

Vibroblade

The vibroblade is a close-combat weapon favored by soldiers and mercenaries throughout the galaxy. It resembles a short sword with a high-tech look and feel. Vibroblades are illegal in most urban areas. A vibroblade requires an energy cell to operate.

■ VIBROBLADE

Model: Standard vibroblade
Type: Melee
Scale: Character
Skill: *Melee combat: vibroblade*
Cost: 250
Availability: 2, F
Difficulty: Moderate
Damage: STR+1D to STR+3D (depending on model) (maximum: 6D)

Lightsaber

The lightsaber, simple in design yet difficult to wield and master, features a hand grip hilt that projects a blade of pure energy. The traditional weapon of the Jedi, the lightsaber stands as a symbol of their skill, dedication, and authority.

The blade of a lightsaber is generated by an energy cell and focused through crystals within the hilt. The saber can cut through most materials (except another lightsaber blade, an energy shield, or a few exotic materials), given enough time. Because only the hand grip has any weight, unskilled users have difficulty judging the position of the blade. The lightsaber's true potential becomes apparent in the hands of a fully trained Jedi, who can defend and attack with the weapon, deflecting shots or striking opponents with the glowing blade.

A lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell, but it lasts almost indefinitely).

The weapons are extremely rare artifacts — they are very rarely found for sale and possession of a lightsaber was highly illegal in the Empire.

■ LIGHTSABER

Type: Melee weapon
Scale: Character
Skill: *Lightsaber*
Cost: Unavailable for sale
Availability: 4, X
Difficulty: Difficult
Damage: 5D
Game Notes: in an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the lightsaber blade. Apply normal damage to the character wielding the blade.

**Lightsaber, Double-Bladed**

The double-bladed lightsaber consists of two sabers fused at their hilts. These weapons are rare and require even greater skill to wield than single-bladed lightsabers. One or both blades can be ignited at once.

A double-bladed lightsaber requires two special energy cells to operate (the cost of each is ten times the price of an ordinary energy cell, but it lasts almost indefinitely).

■ DOUBLE-BLADED LIGHTSABER

Type: Melee weapon
Scale: Character
Skill: *Lightsaber: double-bladed lightsaber*
Cost: Not available for sale
Availability: 4, X
Difficulty: Difficult
Damage: 5D
Game Notes: Proper use of a double-bladed lightsaber requires the specialization *Lightsaber: Double-Bladed Lightsaber*. Without the proper specialization, the difficulty to use a double-bladed lightsaber is one grade higher than normal (i.e., Very Difficult), and none of the special benefits of the double-bladed lightsaber may be used. If used with only a single blade projected, a double-bladed lightsaber is treated as if it were a normal lightsaber. If properly trained, a Jedi wielding a double-bladed lightsaber gains a +5 bonus to all *parry* rolls made when both lightsaber blades are extended. If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

Lightsaber, Short

Small Jedi characters such as Master Yoda favor the short lightsaber, sometimes called a shoto. Jedi skilled at two-weapon fighting often use the shoto as their off-hand weapon of choice. A short lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell, but it lasts almost indefinitely).

■ SHORT LIGHTSABER

Type: Melee weapon
Scale: Character
Skill: Lightsaber
Cost: Unavailable for sale
Availability: 4, X
Difficulty: Moderate
Damage: 4D

Game Notes: If an attacking character misses the difficulty number by more than 10 points (the base difficulty; not their opponent's parry total), the character has injured himself with the lightsaber. Apply normal damage to the character wielding the lightsaber.

ARCHAIC RANGED WEAPONS

While most often seen on primitive worlds, archaic weapons are still used for sport and hobby alike on the more advanced worlds of the galaxy. From Ewoks to quixotic Jedi, archaic weapons will always be present, and often times will be far more useful to the wielder than meets the eye.

Crossbow

A crossbow is often a hunting or combat weapon on low-tech worlds. A primitive crossbow and its arrows are made of wood, more advanced models are augmented with metal, while the most high-tech versions tend to be made from durable, lightweight composite materials.

■ CROSSBOW

Type: Typical bow
Scale: Character
Skill: Bows: crossbow
Ammo: 1
Cost: 200 (10 bolts: 25 credits)
Availability: 1, F
Range: 3-10/30/50
Damage: 2D+2

Longbow

The bow is a typical hunter's weapon on low-tech worlds, but it is also used for sport on high-tech planets. A primitive bow and its arrows are made of wood and augmented with metal or stone, while more advanced versions tend to be made from durable, lightweight composite materials.

■ LONGBOW

Type: Typical bow
Scale: Character
Skill: Bows: longbow
Ammo: 1
Cost: 200 (10 arrows: 20 credits)
Availability: 1, F
Range: 3-10/30/100
Damage: 2D+2

Net

Nets are used for hunting and fishing in primitive cultures and for nonlethal crowd control in more advanced ones.

■ NET

Model: Net
Type: Primitive missile weapon
Scale: Character
Skill: Thrown weapons: Net
Cost: 20
Availability: 3
Range: 1-3/5/10
Damage: Entangles with a Strength of 4D

Game Notes: Any character successfully entangled by a net suffers a -2D penalty to all actions, including initiative rolls. Untangling oneself from a net can be accomplished in one of two ways: either the entangled character must succeed at a Moderate Dexterity check and take 1D turns to free himself (failure indicates he may try again, but at one difficulty level lower), or he must make an opposed Strength check against the net's Strength score.

Sling

A primitive weapon, the sling hurls metal bullets or stones.

■ SLING

Model: Sling
Type: Primitive missile weapon
Scale: Character
Skill: Thrown weapons: sling
Ammo: 1 (stone)
Cost: Not available for sale
Availability: 3, F
Fire Rate: 1
Range: 3-7/15/30
Damage: 2D+1

Throwing Knife

In an age of powered, long-range energy weapons, the main advantage of a throwing knife is that it is easy and cheap to manufacture, concealable, requires no power source beyond sheer physical strength, and possession is rarely regulated by planetary governments. A throwing knife can be used as a normal knife in melee combat.

■ THROWING KNIFE

Type: Standard throwing knife
Scale: Character
Skill: Thrown weapons: knife
Cost: 35
Availability: 1
Range: 2-3/5/10
Damage: 1D+2 (if thrown)
Game Notes: May be used as a normal knife in melee combat. Melee damage is STR+2 (maximum: 6D).

Black-powder Pistol

This design will likely be one of the first firearms a culture develops. Cumbersome, difficult to reload, and largely inaccurate, they are generally only favored by those of lower tech cultures.

■ BLACK-POWDER PISTOL

Type: Typical black-powder pistol
Scale: Character
Skill: Archaic guns: black-powder pistol
Ammo: 1
Cost: 200 (10 balls: 2 credits)
Availability: 2, R
Fire Rate: 1/4 (4 rounds to reload)
Range: 3-4/8/12
Damage: 2D+2

Musket

Slightly longer ranged, more accurate, and more powerful than the black-powder pistol, the musket is still an unwieldy weapon, and difficult to reload.

MUSKET

Type: Typical musket
Scale: Character
Skill: *Archaic guns: musket*
Ammo: 1
Cost: 250 (10 balls: 2 credits)
Availability: 2, R
Fire Rate: 1/5 (5 rounds to reload)
Range: 3-10/30/100
Damage: 3D

Slugthrower Pistol

These primitive projectile weapons are almost never used by most military forces due to their ineffectiveness against modern armor, and their tendency to run out of ammunition quickly. Slugthrowers are most often found on primitive settlements or in pre-spaceflight cultures; occasionally a Rebel unit will find them useful for shock value (they are extremely loud). Conversely, some Rebel units prefer the use of slugthrowers; it is possible to silence a projectile weapon, not a blaster.

SLUGTHROWER PISTOL

Type: Typical slugthrower pistol
Scale: Character
Skill: *Firearms: slugthrower*
Ammo: 16
Cost: 300 (ammo clip: 8 credits)
Availability: 2, F
Fire Rate: 1
Range: 3-10/30/60
Damage: 3D
Game Notes: -1D damage when used on a target with body armor.

Slugthrower Rifle

A slugthrower rifle is the larger cousin of the slugthrower pistol (see above). It also doesn't need a power pack.

**SLUGTHROWER RIFLE**

Type: Typical slugthrower rifle
Scale: Character
Skill: *Firearms: slugthrower rifle*
Ammo: 15
Cost: 360 (ammo clip: 10 credits)
Availability: 2, R
Fire Rate: 1
Range: 3-30/100/300
Damage: 3D+1
Game Notes: -1D damage when used on a target with body armor

Submachine Gun

The final evolution of the slugthrower, a submachine gun is a compact, high rate-of-fire weapon. In game terms, each round the weapon is fired, it emits a burst of bullets. Rather than track each individual bullet, ammo is tracked via individual burst. It also doesn't need a power pack.

SUBMACHINE GUN

Type: Typical submachine gun
Scale: Character
Skill: *Firearms: submachine gun*
Ammo: 15 (bursts of fire)
Cost: 600 (ammo clip: 15 credits)
Availability: 2, R
Fire Rate: 1 (fires a burst of ammo)
Range: 3-10/30/100
Damage: 4D
Game Notes: -1D damage when used on a target with body armor

BLASTERS

Blasters are the most common types of weapons used throughout the galaxy. Blasters utilize a variety of so-called blaster gases, which are excited by the energy provided from power packs. The charge released takes the form of coherent light which delivers killing energy to the target. All hand blasters can be set to "stun" unless otherwise indicated.

Hold-Out Blaster

Small enough to be hidden in the hand of a human, hold-out blasters are common in urban areas with strict weapon controls and among undercover agents.

Hold-out blasters require custom designed power packs and only hold enough blaster gas for a few shots. They are illegal or closely regulated in most systems. Many systems, however, look on them as a "self-defense" alternative to the more powerful types of personal weapons available.

HOLD-OUT BLASTER

Type: Concealable blaster
Scale: Character
Skill: *Blaster: hold-out blaster*
Ammo: 6
Cost: 275 (power packs: 25)
Availability: 2, R or X
Fire Rate: 1
Range: 3-4/8/12
Damage: 3D

Sporting Blaster

A small, short blaster, often used for small-game hunting or personal defense. Sometimes used for dueling. This is the smallest weapon to use standard power packs. (Princess Leia used a sporting blaster in *Star Wars: A New Hope*).

■ SPORTING BLASTER

Type: Sporting blaster
Scale: Character
Skill: *Blaster: sporting blaster*
Ammo: 50
Cost: 350 (power packs: 25)
Availability: 1, F
Fire Rate: 1
Range: 3-10/30/60
Damage: 3D+1

Blaster Pistol

The word "blaster" is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blasters are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package. Ownership of these weapons is restricted in many systems.

■ BLASTER PISTOL

Type: Blaster pistol
Scale: Character
Skill: *Blaster: blaster pistol*
Ammo: 100
Cost: 500 (power packs: 25)
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-10/30/120
Damage: 4D

Heavy Blaster Pistol

A heavy blaster pistol is a compromise: it gives the user a lot more firepower, but with a very limited range — this is accomplished by draining a lot of energy from the power pack, at the expense of ammo. A heavy blaster pistol is crammed into a standard pistol frame, making it easy to disguise if necessary. These weapons are illegal or heavily restricted in many systems. Han Solo's favorite weapon is a modified BlasTech DL-44 heavy blaster pistol.

■ HEAVY BLASTER PISTOL

Type: Heavy blaster pistol
Scale: Character
Skill: *Blaster: heavy blaster pistol*
Ammo: 25
Cost: 750 (power packs: 25)
Availability: 1, F, R or X
Fire Rate: 1
Range: 3-7/25/50
Damage: 5D

Hunting Blaster

Small enough to wield for small game, but packing a bit more power to fell larger game, the hunting blaster utilizes a shoulder stock to help increase the accuracy of the weapon. This weapon is very popular in Outer Rim planets.

■ HUNTING BLASTER

Type: Hunting Blaster
Scale: Character
Skill: *Blaster: hunting blaster*
Ammo: 50
Cost: 500 (power packs: 25)
Availability: 2 or F
Fire Rate: 1
Range: 3-30/100/300
Damage: 4D

Blaster Carbine

This small blaster rifle has a short barrel and compact two-handed grip, making it look more like a long pistol than a rifle. However, they are rugged and reliable and malfunctions are very rare. These weapons are less advanced than blaster rifles, and older models can often be found at greatly discounted prices.

■ BLASTER CARBINE

Type: Blaster carbine
Scale: Character
Skill: *Blaster: blaster carbine*
Ammo: 100
Cost: 900 (power packs: 25)
Availability: 2, F, R or X
Fire Rate: 1
Range: 3-25/50/250
Damage: 5D

Game Notes: At Long range, increase difficulty by +5.

Blaster Rifle

The basic blaster rifle is standard issue to soldiers across the galaxy. Some blaster rifles, such as the BlasTech E-11 (or its "clone," the SoroSuub Stormtrooper One) have a retractable stock. A blaster rifle without a retractable stock costs 900 credits (instead of 1,000 credits).

■ BLASTER RIFLE

Type: Blaster rifle
Scale: Character
Skill: *Blaster: blaster rifle*
Ammo: 100
Cost: 1,000 (power packs: 25)
Availability: 2, X
Fire Rate: 1
Range: 3-30/100/300
Damage: 5D

Game Notes: If the retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

Heavy Blaster Rifle

The heavy blaster rifle is a larger, more powerful version of the blaster rifle (see above) often used by clone troopers, stormtroopers, and other troops during battles on open terrain. Because of its size, it is not well suited to close-quarters fighting, but makes an excellent longer range, personal rifle.

■ HEAVY BLASTER RIFLE

Type: Heavy blaster rifle
Scale: Character
Skill: *Blaster: blaster rifle*
Ammo: 100
Cost: 1,500
Availability: 2, X
Fire Rate: 1
Range: 3-40/120/300
Damage: 5D+1

Game Notes: If retractable stock and scope are used for one round of aiming, the character receives an additional +1D to blaster.

Sporting Blaster Rifle

Built in an attempt to circumvent restrictions on the blaster rifle, the "sport rifle" is merely a smaller version of its more lethal cousin. It was introduced early in the days of the Empire by groups that worried over the new centralization of power. However, it is just as restricted in use as the blaster rifle.

SPORTING BLASTER RIFLE

Type: Sporting blaster rifle

Scale: Character

Skill: Blaster: blaster rifle

Ammo: 100

Cost: 900 (power packs: 25)

Availability: 1, F

Fire Rate: 1

Range: 3-40/120/350

Damage: 4D+1

Game Notes: If the retractable stock and scope are used for 1 round of aiming, the character receives an additional +1D to blaster.

Light Repeating Blaster

Longer and more powerful than blaster rifles, these weapons are for large-scale actions, often supplementing ground squads and providing cover for artillery gunners while their weapons are being set up. These weapons are normally about one to one-and-a-half meters long, and can be run off power packs or attached to generators for unlimited firepower (see E-Web power generator rules to the right). They are normally available only to the military, but sometimes the odd smuggler, pirate, or bounty hunter manages to "acquire" one through less than legal means.

LIGHT REPEATING BLASTER

Type: Light repeating blaster

Scale: Character

Skill: Blaster: repeating blaster

Ammo: 25 or Power generator only

Cost: 2,000 (power packs: 25)

Availability: 2, X

Fire Rate: 1

Range: 3-50/120/300

Damage: 6D

Heavy Repeating Blaster

The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster operates only in autofire mode. If you use a heavy repeating blaster without a tripod or other mount, you cannot brace the weapon and suffer a 1D penalty to your skill roll.

A heavy repeating blaster requires a power pack to operate. After 20 shots, the power pack must be replaced. This weapon can also be attached to a power generator for longer use. (see E-Web Repeating Blaster on opposite column for power generator rules).



HEAVY REPEATING BLASTER

Type: Heavy repeating blaster

Scale: Character

Skill: Blaster: repeating blaster

Ammo: 20 or Power generator only

Cost: 3,000

Availability: 2, X

Fire Rate: 1

Range: 3-60/150/400

Damage: 7D

E-Web Repeating Blaster

The E-Web is at the limit of "portable" blaster weapon technology — troops can carry it, but they certainly can't fire it without tripod mounting. It is normally allotted as an infantry support weapon, and the crew is expected to keep the weapon moving with the troops for backup when needed. Imperial snowtroopers on Hoth used E-Webs.

Normally, the E-Web repeating blaster requires a second crewman to regulate the weapon's power generator; this second crewman must make an Easy *blaster: repeating blaster* skill roll while adjacent to the weapon to regulate its power. After you regulate the E-Web repeating blaster's power, it will function normally until the beginning of your next turn. If the weapon's power is not regulated (that is, if a second crewman has not done so or failed his skill roll), apply a -1D penalty on all attack rolls made with the weapon.

E-WEB REPEATING BLASTER

Model: BlasTech E-Web Repeating Blaster

Type: Two-man heavy repeating blaster

Scale: Character

Skill: Blaster: repeating blaster

Ammo: Power generator only

Cost: 5,000

Availability: 2, X

Range: 3-75/200/500

Damage: 8D

MISCELLANEOUS WEAPONS

Bowcaster

A weapon unique to the arboreal Wookiees of Kashyyyk, the bowcaster (also called a laser crossbow) is an ancient and curious combination of energy and projectile weapon.

The weapon requires great physical strength to cock and load. The weapon fires explosive quarrels wrapped in an energy cocoon, giving the explosive the appearance of an elongated blaster bolt. The weapons are only available on Kashyyyk.

BOWCASTER

Type: Energy/projectile weapon hybrid

Scale: Character

Skill: Bowcaster

Ammo: 6 (quarrels; power packs fire 50 shots before being replaced)

Cost: 900 Not sold to non-Wookiees

Availability: 3, R

Fire Rate: 1

Range: 3-10/30/50

Damage: 4D

Game Notes: If a character wants to fire the weapon more than once in a round, he must make an Easy *Strength* roll to be able to aim the weapon (this is a "free action"). Reloading the weapon with new quarrels requires a Moderate *Strength* roll.



Flamethrower

The flamethrower is a ranged weapon that shoots a cone of burning chemicals. Reloading the flamethrower takes an entire round. Targets continue to take burning damage at 4D per round until the fire is extinguished. Replacement chemical cartridges for the flame-thrower cost 200 credits.

■ FLAMETHROWER

Type: Flamethrower
Scale: Character
Skill: *Flamethrower*
Ammo: 25
Cost: 700
Availability: 4,X
Fire Rate: 1/2
Range: 3-5/7/10
Damage: 5D+1 (1st round), 4D (each additional round)

Ion Pistol

Ion pistols fire streams of energy that wreak havoc on electrical systems, and they are usually employed against droids, light vehicles, and some types of equipment. When used normally, an ion pistol fries a droid's circuits and internal components, inflicting lethal damage. If set to "stun," it works much the same as a blaster set on stun works against organic opponents. A droid stunned in such a way is out of commission for 2D minutes. An ion pistol's blast has no effect on organic targets, unless such targets have cybernetic replacements.

■ ION PISTOL

Model: Generic Ion Pistol
Type: Ion gun
Scale: Character
Skill: *Blaster: ion pistol*
Ammo: 30 (power packs: 25)
Cost: 250
Availability: 2, R
Fire Rate: 1
Range: 3-8/16/24
Damage: 4D ionization damage

Ion Rifle

Aside from somewhat higher damage and increased range, an ion rifle works in much the same was as an ion pistol.

■ ION RIFLE

Model: Generic Ion Rifle
Type: Ion gun

Scale: Character
Skill: *Blaster: ion rifle*
Ammo: 30 (power packs: 25)
Cost: 800
Availability: 2,R
Fire Rate: 1
Range: 3-30/60/90
Damage: 4D+2 ionization damage

Riot Gun

A riot gun refers to any weapon that is designed to disable or otherwise knock organic beings unconscious. There are different varieties of riot guns that use stun blasts, concussion, chemicals, or other means to disable victims.

■ RIOT GUN

Type: Riot Gun
Scale: Character
Skill: *Blaster: blaster rifle*
Ammo: 50
Cost: 750
Availability: 2, R
Fire Rate: 1
Range: 3-10/30/60
Damage: 8D (Stun)

Stun Pistol

Designed exclusively for nonlethal crowd control, stun-pistols only fire stun bolts, and emit a glowing blue arc that can immobilize an organic target, but causes no damage to inanimate objects.

■ STUN PISTOL

Type: Stun pistol
Scale: Character
Skill: *Blaster: blaster pistol*
Ammo: 50
Cost: 200
Availability: 1, F
Fire Rate: 1
Range: 3-10/20/40
Damage: 3D (Stun)

Game Notes: A stunning weapon that is smaller than a hold-out blaster. Increase the listed price to 1,500 credits for a model that adds +5 to the difficulty of any search or sensors rolls made to detect it.

BLASTER ARTILLERY

Blaster artillery covers a bewildering array of weapons and their uses, from anti-troop weapons to permanent low-orbit anti-starship weapons.

Anti-Infantry Laser Battery

This is a very basic, effective anti-infantry weapon. A gun Crew sits inside the armored shell of the weapon, protected from incidental fire and the elements of even the most hostile environments. On particularly unforgiving worlds, the tower can be installed so that the gun crew can access it without leaving the safety of the base's enclosure.

■ ANTI-INFANTRY LASER BATTERY

Model: Golan Arms DF.9
Type: Medium anti-infantry battery
Scale: Speeder
Skill: *Blaster artillery: anti-infantry*
Crew: 3

Cover: Full
Ammo: Unlimited (power generator)
Cost: 15,000 (new), 9,500 (used)
Availability: 3, R or X
Body: 3D
Fire Rate: 2
Fire Control: 2D
Range: 20-600/3/16 km
Blast Radius: 0-8 meters
Damage: 4D

Anti-Vehicle Laser Cannon

The Atgar 1.4 FD P-Tower is one of the most common anti-vehicle field artillery weapons. The weapons are under-powered and difficult to move, but they are readily available. The Atgar P-Tower is resistant to many extremes in temperature and environment. Unfortunately, its power-grid dish is configured in such a way that it is very easy to target. The weapon requires a crew of four: one chief gunner, and three support personnel to regulate energy flow and recharge its power cells.

■ ANTI-VEHICLE LASER CANNON

Model: Atgar 1.4 FD P-Tower
Type: Light anti-vehicle laser cannon
Scale: Speeder
Skill: *Blaster artillery: anti-vehicle*
Crew: 4, skeleton: 2/+10
Cost: 10,000 (new), 2,000 (used)
Availability: 2, R or X
Body: 2D
Fire Rate: 1/2
Fire Control: 1D
Range: 10-500/2 /10 km
Damage: 2D+2

Anti-Orbital Ion Cannon

Ion cannons are idea for use against heavily mechanized enemies. Listed here are two popular cannons from the KDY v-series, including the KDY v-150 that saw distinguished service during the Battle of Hoth.

■ HEAVY ANTI-ORBITAL ION CANNON

Model: KDY v-150 Planet Defender
Type: Heavy ion surface-to-space cannon
Scale: Starfighter
Skill: *Blaster artillery: surface-to-space*
Crew: 27, skeleton: 12/+10
Cover: Full
Ammo: Unlimited (power generator)
Cost: 500,000 (new), 100,000 (used)
Availability: 3, X
Body: 5D
Fire Rate: 1
Fire Control: 5D
Range: Atmosphere/Low Orbit (1*)/High Orbit (3*)
Damage: 14D (ionization)

* This refers to the number of "units" from the planet if conducting a space battle

Turbolaser Battery

Excellent for installation defense — especially on space stations or asteroids — turbolasers require enormous amounts of energy. However, with adequate power supplies, turbolaser are excellent anti-starfighter starfighter weapons.

■ TURBOLASER BATTERY

Model: Loronor Turbolaser System 1
Type: Heavy fixed turbolaser emplacement
Scale: Starfighter
Skill: *Blaster artillery: surface-to-space*
Crew: 5
Cover: Full
Ammo: Unlimited (power generator)
Cost: 250,000 (new), 125,000 (used)
Availability: 3, X
Body: 4D
Fire Rate: 2
Fire Control: 1D
Range: 50-600/5/25 km
Blast Radius: 10 meters
Damage: 6D

EXPLOSIVES

Fragmentation Grenade

Grenades come in a variety of sizes and forms, and can be simple explosives, or may eject noxious gases or smoke or any other number of payloads, depending upon the specific needs of the purchaser.

■ FRAGMENTATION GRENADE

Type: Grenade
Scale: Character
Skill: *Grenade*
Cost: 200
Availability: 1, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D

Grenade, Ion

When the object of a mission is to capture droids or vehicles, mercenary units, military personnel, and local law enforcement agencies use ion grenades. The standard ion grenade unleashes a brief electrostatic pulse that disables droids, electronic devices, and vehicles within its burst radius. It is designed to explode on contact after it is thrown, effectively dealing damage in the same round it is hurled.

■ ION GRENADE

Type: Ion grenade
Scale: Character
Skill: *Grenade*
Cost: 300
Availability: 2, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/10
Damage: 7D/5D/3D/2D (ionization)



Grenade, Stun

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that knocks out creatures within its burst radius. Droids, vehicles, and objects are immune to stun damage.

■ STUN GRENADE

Type: Stun grenade
Scale: Character
Skill: *Grenade*
Cost: 400
Availability: 2, R
Range: 3-7/20/40
Blast Radius: 0-2/4/6/8
Damage: 6D/5D/3D/2D (Stun)
Game Notes: Stun grenades are rechargeable

Grenade Launcher

Grenade launchers are military weapons that greatly improve the range of grenades. Grenades fired by grenade launchers always explode on impact, regardless of timers or other considerations. The type of grenade used determines the damage, type, and burst radius. Grenade launchers cannot be used to hurl thermal detonators because these devices are simply too big and heavy (although some larger grenade mortars can hurl thermal detonators as well).

■ GRENADE LAUNCHER

Type: Grenade launcher
Scale: Character
Skill: *Missile weapons: grenade launcher*
Ammo: 4
Cost: 500
Availability: 2, X
Fire Rate: 1
Range: 0-250/350/500
Blast Radius: By grenade type
Damage: By grenade type

Rocket Launcher

A rocket launcher fires a high-speed projectile with an explosive warhead. The standard rocket unleashes metal shrapnel with explosive force, shredding targets within the rocket's blast radius.

■ ROCKET LAUNCHER

Type: Portable rocket launcher
Scale: Speeder
Skill: *Missile weapons: rocket launcher*
Ammo: 4 rockets
Cost: 2,000
Availability: 2, X
Range: 5-50/150/400
Blast Radius: 0-2/5/10/15
Damage: 6D/4D/3D/2D

Mines

Mines are used to eliminate incoming troops and vehicles. Most are triggered by physical pressure (such as moving ground troops) or the presence of repulsor fields (generated by incoming vehicles). The *demolitions* skill roll of the character setting the mine is equal to the *hide* value of the mine (in case someone is searching for it) and the "to hit" roll of the weapon. When the mine is triggered, the character must use his normal *dodge* to

get out of the immediate blast radius of the explosion — if his normal *dodge* is higher than the *demolitions* roll, then he gets to the next higher range of the radius. A successful full *dodge* will get the character out of the entire blast radius.

■ ANTIPERSONNEL MINE

Type: Anti-personnel mine
Scale: Character
Skill: *Demolitions: land mines*
Cost: 500
Availability: 2, X
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D

■ VEHICLE MINE

Type: Anti-vehicle mine
Scale: Speeder
Skill: *Demolitions: land mines*
Cost: 750
Availability: 2, X
Blast Radius: 0-2/4/6/10
Damage: 5D/4D/3D/2D (speeder-scale damage)

Explosive Charge

Sometimes a mission calls for the use of more powerful explosives than either grenades or thermal detonators. Set explosives aren't ranged weapons and can't be used like grenades.

When set and activated, the charge's timer begins counting down. Standard timers can be set with as much as an hour delay. Longer delays require specialized timers.

Explosive charges are highly restricted, usually only available to military or law enforcement specialists or specialized construction units. Han Solo and his strike team used proton grenade explosive charges to take out the shield generator on Endor in *Episode VI: Return of the Jedi*.

An explosive charge delivers a lot of destructive energy to a specific point, making it perfect for demolishing structures or clearing rubble. It causes negligible damage beyond its burst radius. Of course, collateral damage and subsequent explosions usually accompany the use of an explosive charge.

■ EXPLOSIVE CHARGE

Type: Explosive Charge
Scale: Character
Skill: *Demolitions: explosive charge*
Cost: 100
Availability: 1, R
Damage: 1D

■ STANDARD DETONATOR

Cost: 50
Availability: 1, R

■ TIMER FUSE

Cost: 50
Availability: 1, R
Note: User can set with Easy *demolitions* roll. Time can vary from seconds to hours to days.

■ REMOTE FUSE

Cost: 100
Availability: 2, R
Note: User can set with Easy *demolitions* roll. Remote has a range of 1,000 meters, or may be fixed to a comlink with a Moderate *computer programming/repair* roll.

Detonite

Detonite is a contact explosive that comes in tiny clay-like blocks. It can be shaped or molded around a target and crammed into small cracks. Detonite is very stable in its normal forms and requires a timer to be set off.

■ DETONITE

Type: Detonite Charge
Scale: Speeder
Skill: Demolitions: explosive charge
Cost: 500 per cube
Availability: 2, R
Damage: 1D (speeder-scale damage)

Thermal Detonator

The thermal detonator is a highly effective weapon of terror and destruction. It is fist-sized, yet packs enough explosive to destroy everything within a small building.

■ THERMAL DETONATOR

Type: Thermal Detonator
Scale: Character
Skill: Grenade
Cost: 2,000
Availability: 2, X
Range: 3-4/7/12
Blast Radius: 0-2/8/12/20
Damage: 10D/8D/5D/2D

ARMOR

With the advance of blaster weapons, armor has become less and less popular: most soldiers in the field soon realized that their armor would be ineffectual in stopping those bolts of energy, and their speed and quickness would be of prime importance. Armor is more useful against many slugthrowing weapons, so it is common on very primitive worlds.

Armor protects a specific portion of a person's body. If an attack hits that area, the wearer may add the die code of the armor to his *Strength* roll to resist damage.

Armor may cover one of six locations: head, torso, left arm, right arm, left leg, and right leg. Head and torso armor may provide different protection to the front and back, and if so, the distinction is indicated.

Armored Spacesuit

This bulky coverall contains a sealed life support system that provides everything the wearer needs to survive for 25 hours in the vacuum of space or any other hostile environment.

■ ARMORED SPACESUIT

Model: Merr-Sonn Weapons Superior Boarding Armor
Type: Armored space suit
Cost: 10,000
Availability: 2, X
Game Notes: Armor provides +2D versus *energy*, +1D versus *physical* damage; -1D from *Dexterity* and related skills. Holds 25 hours of atmosphere.
Rocket Pack: Suit includes a rocket pack; Space Move: 1, uses *rocket pack operation*.

Battle Armor, Medium

Battle armor combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. While off-the-rack battle armor is available, most users cobble together their gear from various sources.

■ MEDIUM BATTLE**ARMOR**

Model: Drolan Plasteel TYI Flex-Armor
Type: Personal armor
Scale: Character
Cost: 2,000
Availability: 3
Game Notes: Head, torso, arms, legs: +1D to all *physical* and *energy* attacks; -1D penalty to all *Dexterity* and *Perception* attribute and skill checks.

**Battle Armor, Heavy**

Similar to regular battle armor, heavy battle armor features more plating than padding, including various pieces molded to fit the user, such as breastplates and armor covering the arms and legs.

■ HEAVY BATTLE ARMOR

Model: Core World Arms Dura-Armor
Type: Impact-resistant molded armor
Scale: Character
Cost: 8,000
Availability: 3
Game Notes: Head, torso, arms, legs: +2D to all *physical* (non-energy) attacks; +2D to all *energy* attacks; -2D penalty to all *Dexterity* and *Perception* attribute and skill checks.

Blast Helmet and Vest

This armor consists of a lightweight helmet and a composite vest that, when worn together, offer limited protection against incoming attacks.

■ BLAST HELMET

Model: Typical blast helmet
Type: Personal armor
Scale: Character
Cost: 200
Availability: 1
Game Notes: +1D *physical*, +1 *energy* (head only).

■ BLAST VEST

Model: Typical blast vest
Type: Personal armor
Scale: Character
Cost: 300
Availability: 1
Game Notes: +1D *physical*, +1 *energy* (torso).

Ceremonial Armor

Ceremonial armor blends practicality with ornate design. Republic Guards and Imperial Royal Guards wear different styles of ceremonial armor. A typical suit of ceremonial armor consists of a helmet, durable breast guard, shoulder guards, and articulated greaves for the arms and legs.

ROYAL GUARD ARMOR

Model: Standard Royal Guard Armor

Type: Military armor

Scale: Character

Cost: Not available for sale

Availability: 3, X

Game Notes:

Armor Protection: +2D physical, +1D energy, -1D Dexterity and related skills.

Comlink: Tongue-activated top-security scrambler helmet comlink.

Sealed Body Glove: Climate controlled body glove and breath mask allows operation in extremely cold or warm climates and toxic-air environments.

MFTAS: Multi-Frequency Targeting Acquisition System; adds +3D to Perception and search checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

Combat Jumpsuit

This heavily padded jumpsuit is designed to provide limited protection against physical and energy trauma without overly restricting the wearer's movement.

COMBAT JUMPSUIT

Model: A/KT Tuff1 Combat Jumpsuit

Type: Light combat armor

Cost: 1,000

Availability: 2

Game Notes: Provides +1D physical, +2 energy protection.

Corellian Powersuit

This suit of body armor contains an energized exoskeleton and a series of servomotors that boosts the wearer's physical strength. Used by professional soldiers, mercenaries, and bounty hunters, the powersuit requires skill and training to use effectively.

CORELLIAN POWERSUIT

Model: Corellian powersuit

Type: Powersuit body armor

Scale: Character

Skill: Powersuit operation

Cost: 10,000

Availability: 2, R

Game Notes: +1D+2 physical, +1D energy, -1D Dexterity and related attributes. Servos in the armor provide +1D Strength bonus for lifting skill rolls and melee and brawling damage. If the wearer can't make an Easy powersuit operation roll, or if the armor is disabled or out of power, this bonus doesn't apply and the wearer suffers a further -1D penalty to Strength and Dexterity.

Flight Suit, Armored

A combat-ready flight suit that provides additional protection against vacuum for limited periods, this armor comes in various models, including the Corellian TX-3 (favored by various pirate gangs) and the Imperial TIE flight suit (worn by TIE fighter pilots throughout the Empire).

ARMORED FLIGHT SUIT

Model: Corellian TX-3

Type: Armored flight suit

Scale: Character

Cost: 4,000

Availability: 2

Game Notes: Provides +1D to Strength to resist physical and energy damage and additional protection against vacuum for limited periods. It grants a +1D+1 bonus to stamina to resist cold temperatures. An armored flight suit provides up to 10 hours of life support, allowing its wearer to survive in the vacuum of space or any other hostile environment.

Utility Belt: Ion flares, one week concentrated rations, spare comlink, water packs, 1 medpac.

Flight Suit, Padded

Favored by starfighter pilots all over the galaxy, the one-piece padded flight suit protects against decompression, g-forces, and harmful environments. It provides limited protection against attacks as well.

PADDED FLIGHT SUIT

Type: Typical padded flight suit

Scale: Character

Cost: 2,000

Availability: 1

Game Notes: Provides +1 to Strength to resist physical damage and additional protection against decompression, g-forces and harmful environments. Comes with a matching helmet and gloves that seal around the wearer and provide up to 10 hours of life support. It grants a +2 bonus to stamina to resist cold temperatures.

Stormtrooper/Clone Trooper Armor

Stormtroopers are the elite shock troops of the Empire, and their stark white protective armor is unmistakable. The armor is an 18-piece cocoon which surrounds the soldier. Ownership of Stormtrooper armor by non-stormtroopers is a serious offense in all Empire systems – and inherently dangerous in non-Empire systems.

Variants of this armor also exist, including scout snowtrooper armor, sandtrooper armor, and clone trooper armor. Each has slightly different details, but all include the basic characteristics common to all stormtrooper armor. Though unavailable on the open market, these suits can occasionally be found on the black market (or sometimes much higher).

The Clone Troopers wore a very similar armor, although not quite as technologically advanced as the stormtrooper variant.

CLONE TROOPER ARMOR

Model: Republic Clone Trooper Armor, Mark I

Type: Military armor

Scale: Character

Cost: Not available for sale

Availability: 3, X

Game Notes:

Armor Protection: +2D physical, +1D energy, -1D penalty Dexterity and related skills.

Comlink: Tongue-activated helmet comlink.

Body Glove: Climate controlled body glove allows operation in uncomfortably cold or warm climates.

MFTAS: Multi-Frequency Targeting Acquisition System; adds +1 to Perception checks in low-visibility situations, +1 to ranged weapon skill uses against targets moving more than 10 meters per round.

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.





■ STORMTROOPER ARMOR

Model: Standard Stormtrooper armor

Type: Military armor

Scale: Character

Cost: Not available for sale

Availability: 3, X

Game Notes:

Armor Protection: +2D physical, +1D energy. -1D penalty to all Dexterity attribute and skill checks.

Comlink: Helmet contains tongue-activated comlink.

MFTAS: Multi-Frequency Targeting and Acquisition System (MFTAS), +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets that move more than 10 meters per round; polarized lenses prevent flashblinding.

Body Glove: Climate controlled body glove (allows operation in moderately warm or cold climates).

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.

■ SCOUT TROOPER ARMOR

Model: Standard Stormtrooper Scour armor

Type: Military armor

Scale: Character

Cost: Not available for sale

Availability: 3, X

Game Notes:

Armor Protection: +2 physical, +2 energy.

Comlink: Helmet contains tongue-activated comlink.

MFTAS: Multi-Frequency Targeting and Acquisition System (MFTAS), +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets that move more than 10 meters per round; polarized lenses prevent flashblinding.

Body Glove: Climate controlled body glove (allows operation in moderately warm or cold climates).

Viewplate: Macrobinocular imaging set (100-250/500/1,000 meter range) with sensor relay.

Sensor Pack: Enables user to make passive sensor scans (no bonus); in forward focus the scanner patches into the rider's viewplate to provide navigation aid (+2D to repulsorlift operation)

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, camo tent, water purifier.

■ SNOWTROOPER ARMOR

Model: Standard Cold Assault Trooper armor

Type: Military armor

Scale: Character

Cost: Not available for sale

Availability: 3, X

Game Notes:

Armor Protection: +1D physical, +1D energy. -1D penalty to all Dexterity attribute and skill checks.

Comlink: Helmet contains tongue-activated comlink.

MFTAS: Multi-Frequency Targeting and Acquisition System (MFTAS), +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets that move more than 10 meters per round; polarized lenses prevent flashblinding.

Body Glove: Climate controlled body glove (allows operation in extremely cold climates and toxic-air environments).

Utility Belt: High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, a thermal tent and attachment for snowboot slippers.

Vondun Crabshell Armor

Yuuzhan Vong warriors wear this bioengineered "living armor" into battle. The armor clings to its wearer's body like a parasite until its wearer dies or decides to remove it. It is not found anywhere except in the hands of the Yuuzhan Vong.

VONDUUN CRABSHELL ARMOR

Model: Warrior's Vondun Crab Armor

Type: Yuuzhan Vong personal armor

Scale: Character

Cost: Not available for sale

Availability: 4, X

Game Notes: Grants a +1D+1 bonus to Strength rolls to resist all forms of damage, but reduces the wearer's Dexterity score by -1D.

SERVICES AND EXPENSES

A brief listing of common services and expenses is given on the table below. The cost figures on the table are guidelines only; the cost of certain services and expenses may be higher in isolated or primitive areas.

SERVICES AND EXPENSES

Service	Cost
Dining (meal): Luxurious	150
Dining (meal): Upscale	50
Dining (meal): Average	10
Dining (meal): Budget	2
Lodging (day): Luxurious	200
Lodging (day): Upscale	100
Lodging (day): Average	50
Lodging (day): Budget	20
Bacta tank treatment (per hour)	300
Long-term medical care (per day)	300
Medpac treatment	300
Surgery (per hour)	500
Treat disease (per day)	500
Treat poison (per hour)	100
Treat radiation (per day)	1,000
Taxi, local	10
Passage, steerage (up to 5 days)	500
Passage, average (up to 5 days)	1,000
Passage, upscale (up to 5 days)	2,000
Passage, luxurious (up to 5 days)	5,000
Chartered space transport (up to 5 days)	10,000
Upkeep (month): Luxurious	10,000
Upkeep (month): Wealthy	5,000
Upkeep (month): Comfortable	2,000
Upkeep (month): Average	1,000
Upkeep (month): Struggling	500
Upkeep (month): Impoverished	200
Upkeep (month): Self-sufficient	100
Vehicle Rental (day): Speeder bike	20
Vehicle Rental (day): Landspeeder, average	50
Vehicle Rental (day): Landspeeder, luxury	100
Vehicle Rental (day): Airspeeder	500
Vehicle Rental (day): Shuttle, interplanetary	1,000
Vehicle Rental (day): Shuttle, interstellar	2,000

GAMEMASTER NOTES

The *Star Wars* universe is full of interesting, useful and exotic technology. Compared to present day Earth, the technology available "A long time ago, in a galaxy far, far away..." is clearly superior. From the elegant lightsaber to the astromech droid, nothing is more useful in capturing your players' interest than a nifty piece of hardware.

There are three basic types of items that characters can come across: *equipment*, *artifacts* and *super technology*. All items are important in that they affect how a character deals with his

environment. Some items add extra dice to a character's skills or special abilities, some make it easier to perform certain actions, and others allow characters to perform tasks that they otherwise couldn't do.

Equipment is any commonly available item that characters are likely to encounter on a regular basis. Common devices in the *Star Wars* universe are items such as blasters, macrobinoculars, medpacs, comlinks and most of the items in this equipment section. These items can be found virtually everywhere in the galaxy, and are easily recognized.

Artifacts are devices that are uncommon, rare, or even unique. In some cases, they are items of ancient, primitive technology, or historical curiosities that are still in use by some people (example: Wookiee bowcasters, which only Wookiees use). Often these devices are ancient, possess seemingly "mystic" qualities, have some historical significance, or are very powerful. A fine example is a Jedi lightsaber: it is an ancient and respected weapon, no longer in common use, and is normally not for sale at any price. Few people have ever seen a lightsaber up close. Another artifact would be the Jedi Holocron from the *Dark Empire* comic book series: it is a unique, priceless artifact, and contains ancient and powerful knowledge.

Super technology items are unique and very powerful items which represent remarkable advances in technology and are far beyond the reach of all but powerful organizations like the Galactic Empire. They will be immensely expensive or not available at any price. Good examples of super technology include the superlaser on the Death Star, the World Devastators in the *Dark Empire* comic book series, or the Imperial cloaking devices and Spaarti cloning cylinders used in the trilogy of Timothy Zahn's *Star Wars* novels.

Depending upon circumstances, the definition of each classification could become blurred. Most characters might consider a certain type of weapon an artifact, but if they visit a world where they are hand-forged and are found in common usage, the characters might find them affordable, readily accessible, or even receive them as gifts.

CREATING NEW ARTIFACTS AND DEVICES

Since the fantastic devices of the *Star Wars* universe were part of the essential charm of the movies, gamemasters will want to create new equipment, artifacts and possibly super technology items. This chapter can serve as a guide for creating balanced, interesting and exciting items for your games.

Introducing New Items

The *Star Wars* movies are full of gadgets that are mysterious and unique to us, but to the inhabitants of the *Star Wars* universe are very common items. Just as everybody on Earth knows what a hammer is and what it's for, in the *Star Wars* universe, everyone is somewhat familiar with a "hydrospanner." The introduction of new equipment should be a relatively mundane affair – the characters purchase or find or are given the item and they are told how it operates or have to figure it out for themselves. Any character with a decent *Mechanical* or *Technical* attribute and experience with "modern" *Star Wars* technology should be able to figure out common equipment.



Artifacts are not familiar to most characters. Therefore, when such a device is introduced to the game, it is suggested that the device not be fully explained. Instead, the gamemaster should try to create a sense of mystery, allowing its powers and abilities to be discovered over time. The characters should be understandably curious and even awed by some artifacts.

The introduction of super technology is almost always the focus of a major, dramatic story. The superlaser technology of the Death Star was vitally important in *Star Wars: A New Hope* and *Return of the Jedi*. The Empire's cloaking device prototypes and Spaarti cloning cylinders were central plot elements in the Timothy Zahn novels, and the World Devastators were essential to the plot of the *Dark Empire* comic book series.

Don't Make the Devices Too Advanced

Beginning gamemasters are often tempted to introduce too many devices that are too powerful and lack any appropriate play balances. The biggest question you have to ask yourself is, "Why didn't we see this in the movies?"

For example, you are tempted to create a new warship that is bigger, tougher, faster and more deadly than any other battle cruiser. Then, your players all ask the same question: "If this ship is so tough, why didn't the Empire have a fleet of them in the movies (or the books or comics)?" This is easily solved by making the ship a new prototype that wasn't widely available, or perhaps it has a few design flaws that make it vulnerable to certain types of attacks, and thus it is only used when absolutely necessary. Possibly, the ship was busy suppressing disorder on other worlds during the movies (it is a *big* galaxy, after all). Another option is to set your adventures after the movies, novels and comics and simply explain that the ship was introduced after the events in those stories.

Gamemasters have to think about the long-term implications of their new technological advances. If the gamemaster wants to introduce a way of easily tracking ships in hyperspace, this fundamentally changes the nature of the *Star Wars* universe. The whole plot of *The Empire Strikes Back* was that if the *Millennium Falcon* could jump to hyperspace it could escape the Imperial fleet. If it becomes easy to track ships in hyperspace, then there is no escape — the Empire can simply follow the *Falcon* until it is captured.

Another pitfall of this stage is the potential to over-inflate the characters' abilities. If the device makes them invincible, then what's the point of playing? If they can waltz through encounters unscathed with minimal resistance, the game just isn't very exciting, and therefore isn't *Star Wars*. So how can a gamemaster combat these problems? The following are some hints to help you.

To maintain that *Star Wars* "feel" in terms of equipment is relatively simple. Chances are, the statistics you create for your devices should be equal to or lower than the statistics given for existing equipment.

If you do decide to give a device higher statistics or radically new abilities, the device should have a corresponding "play balance" — something that makes it less desirable. There are a few easy play balances:

- The new technology is very expensive.
- The new technology is secret. Only by capturing plans will people be able to replicate it. This is even better if the new technology relies on experimental parts that aren't available, and

thus anyone attempting to use the new technology will have to spend a long time tracking down new parts or trying to duplicate the experimental ones.

- The new technology is bulky and unwieldy.
- The new technology consumes a lot of energy (like planetary shields) and therefore is very difficult to move.
- The new technology is unreliable.
- The new technology is only "better" under very specific kinds of circumstances, but is average or even below average in most other respects.

For example, if you create a hyperdrive even faster than the *Millennium Falcon*'s, a good balance is that there is the danger of a reactor core melt-down with each jump. The negative balances the positive and will make your players think very hard about using, or *overusing* the artifact or device.

When it comes to the hyperspace tracking system, it could be very expensive, bulky and consume a lot of power. It could be difficult to move and have a very limited range. Therefore, it would only be useful on a planet or a very large space station, and would be better for tracking incoming and outgoing ships at close range. This way, it's not possible to be *sure* where a ship is going, and the idea of being able to escape by jumping into hyperspace is still possible.

Incremental "Leaps" in Technology

Another method of maintaining game balance is the use of *incremental "leaps"* in technology. These minor advances in technology are easy to believe. For example, instead of a blaster that can get 50 shots out of a power pack, how about a more efficient blaster that gets 55? Or *slightly* more efficient hyperdrives?

These seemingly minor benefits could really aid the characters in a tight spot. The new blaster could help the characters outlast an enemy in a firefight, and a more efficient drive means fewer refueling stops, more available cargo space, and more power for shields, weapons or sensor equipment.

Even if the enhancement is by a single "pip" or a slight increase in efficiency, it could have far reaching benefits that the players might not appreciate right away, but will wind up being thankful for later on.

Eric is the gamemaster, Bill and Dan are both brash pilots, confronted with some opposition.

Eric: "The bounty hunters appear to have the drop on you. They have you pinned down behind some shipping crates and are blasting away. Obviously, they don't want to take you alive. Now what?"

Dan: "I shoot back, using those new blaster pistols of ours, the BlasTech Eliminator-7's. They have that new, more efficient power pack, right? That's what the salesman said."

Bill: "Hey, yeah, that's right! Maybe we can blast these guys when they exhaust their weapons. We should have 5 extra shots that they don't. Eric, we keep shooting at them and try to get them to drain their guns. OK?"

Eric: "Sounds like a plan..."

Remember Your Character's Abilities

If you are planning on creating a piece of equipment for a specific character, keep in mind that character's abilities. If you create a device that enhances Force skills for your young Jedi,



who is relatively unskilled, keep in mind that he or she will probably not be this unskilled for long.

Keep the bonuses to the character fairly low, because as they advance in power due to normal adventuring, the device can lead to that character becoming virtually *unstoppable*. Trying to create opposition for an invincible character is terribly difficult. It is best to avoid this situation entirely rather than try to "fix" it later on.

You're not really being stingy with the benefits; no matter what bonus they receive for using this equipment, the characters will still be slightly better off than they were before they received the equipment.

"Disposable" technology

Finally, a terrific way to alleviate both the problem of maintaining a *Star Wars* feel and keeping the game balanced in terms of equipment is to make the item in question fairly temporary.

A thermal detonator or grenade can only be used once and then it is gone. Why not use the same principle for really powerful equipment so its usage will be strongly curtailed? If you create a new hyperdrive that moves twice as fast as the *Millennium Falcon's*, but burns out the control circuitry and self-destructs when it is used more than once, that answers the question of "Why isn't it in widespread use?"

The answer is pretty simple: it's *impractical*. It can bail the characters out of a jam once. After that, you won't have to worry about the characters overusing the device.

Restricting Access

Using and giving out equipment, both new and old, requires careful consideration. If not properly rationed out, equipment can seriously unbalance an adventure.

One problem is that novice players want everything in existence. Your players may request to be equipped with anything from a thermal detonator to a Mon Calamari Star Cruiser. As a new gamemaster, you may feel the need to give the players

everything they want to keep them happy. *Don't give in to this temptation.* Here's why:

Eric: "Ok gang! You see four black-cloaked bounty hunters leveling their blaster rifles at you and yelling at you to surrender. What do you do?"

Bill: "I guess I'll use that surface-to-orbit comlink and call in a turbolaser strike from the star cruiser."

Eric: (*Rolling dice.*) "FOOM! Got 'em."

Dan: (*Stifling yawn.*) "This is boring..."

The problem with giving the characters too much equipment is that it leaves them without any challenges. If the outcome is never in doubt, there is no suspense, and consequently very little entertainment value.

Don't Skimp on the Villain's Equipment

Give your characters a real fight! If they have a case of thermal detonators, give the bad guys some kind of defense against explosives. If the characters have a Mon Calamari Star Cruiser at their disposal, give their enemies a Star Destroyer.

Nothing will catch your players' attention more than a really tough villain. In terms of equipment, if the characters are well-equipped, their enemies should be better equipped. This isn't so much robbing the players of victory as it is making them *earn* victory. As long as the story itself is served, and the characters are forced to rely on their wits and skills rather than their equipment, then your game is more likely to be a success.

Eric: "You see four bounty hunters, all wearing heavy black cloaks and hoods. They are leveling their blaster rifles at you and yelling at you to surrender. What do you do?"

Bill: (*To Dan.*) "Um... well, how about that last thermal detonator?"

Dan: "Sure. (*Rolls dice.*) I activate the thermal detonator, count to three and heave it!"

Eric: (*Rolling dice.*) "Good shot! It lands right in between the group of them and explodes as you dive for cover. Now what?"

Dan: "Well, I'll walk up to the bodies..."

Eric: "Not so fast. The bounty hunters look pretty annoyed. They are brushing off the burning remains of those black cloaks, revealing the plasma-hardened blast armor that covers them from head to toe. The armor itself is glowing faintly as it radiates the thermal detonator's blast heat. A couple of the bounty hunters are chuckling evilly and taking steady aim again with their rifles. Now what?"

Dan: "We could try to shoot our way out..."

Bill: "I've got a *bad* feeling about this..."

As illustrated, the characters are being forced to rely on their brains rather than their hardware. Now there is challenge in the game and the story can proceed.

Make the Characters Really Work for Their Equipment

If the characters require (or desire) a particularly powerful piece of technology, don't just let them pop into the *Star Wars* equivalent of the local convenience store and purchase, steal or otherwise obtain it. Make it difficult for them.

The quest to obtain what they want, instead of having it handed to them, can lead to all sorts of interesting encounters. Of course, as gamemaster, you have to make sure that restricting equipment is logical. You can't arbitrarily refuse the characters a blaster if everyone else can get one easily. But, if the equipment would logically be difficult to get, then you have every right to make the characters struggle to get what they want.

For example, if the characters in your game happen to be allied with the Rebel Alliance or New Republic, they may believe that if they requisition the equipment from their quartermaster they will automatically receive the hardware they want. Right? *Wrong*. If the characters' requests are too much for you to maintain game balance, don't let them have the equipment!

Fortunately, the Empire and Republic restrict the most interesting equipment, like weapons, so there is a logical reason to restrict the characters' access to weapons. In fact, many adventures could be written about characters having to go steal or secretly purchase restricted equipment. Why give the characters thermal detonators when you can have the Alliance send the characters to steal a bunch of thermal detonators from an Imperial ammo dump on a distant world?

Also, situations in a specific adventure may allow the gamemaster to restrict equipment. If the characters' ship crash lands on a frontier world, it's entirely believable that some equipment will have been destroyed and the characters will probably have to do without until they reach "civilization" again.

There are a number of ways to get around the problem of denying the characters equipment and still keep the players happy. The Alliance is in a state of war, so supplies are severely limited. If the characters are asking for major weaponry, they should be made aware that ordnance is needed elsewhere for another unit or military mission. Or that the quartermaster hasn't received his shipment this month. Or that the Alliance ran out.

In the time of the New Republic, the new government has not yet established shipping routes and connections, and has gone so far as to offer cargo runs to smugglers to get the shipping of materials flowing again. The Empire has seriously curtailed shipping, both by confiscating vessels and blowing them right out of space.

There are shortages and rationing everywhere, so this is an easy way for you as gamemaster to overcome outrageous requests for equipment. If the players *still* want the equipment, then you can have the Alliance or New Republic assign the player characters the task of locating a source for the equipment as a subplot or even a major portion of your game.

If, on the other hand, your players are not allied with the Republic or Rebel Alliance, and are instead smugglers or bounty hunters, specialized equipment will probably be much more difficult to come by. Heavy weapons, personal firearms, explosives and such are all heavily regulated and licensed by everyone from the Republic and the Empire to individual planetary governments. If your players have planned some kind of mischief with heavy ordnance, they may wind up hunted fugitives (if they aren't already). Of course, your players will probably want the stuff *anyway*... so how can they get it?

There is always an outlet for equipment and other merchandise. The manufacturers, often large industrial juggernauts like Sienar Fleet Systems or BlasTech, all have distribution and retail centers in major spaceports and cities to sell their standard *legal*

equipment. For example, the characters may seek starship engine components at a Sienar outlet, though they would have difficulty buying a blaster there.

Independent merchants can be found *everywhere*, hawking everything from comlinks to starship engines, but they sometimes charge impressive mark-ups from the list prices.

If your players are looking for something *really* illegal, there's always the black market (also known in galactic slang as "the Invisible Market.") Powerful gangsters and petty thieves alike all need an outlet for their goods and services, and more often than not, they cannot just set up shop and start retailing. Instead, a rather extensive network of fences, corrupt government officials, and rumors exists. The marketeers use this network to sell whatever is available to whoever is willing to pay the Invisible Market's astronomically inflated prices.

If your players have their hearts (or other appropriate internal organs...) set on finding a "hyperwave emissions enhancement filter" and the only way currently available to obtain the device is to enter into a smuggling contract with Ploovo Two-For-One, then you've got a fantastic subplot for your current game or even a starting point for an entire campaign. And all motivated by a solitary piece of equipment...

Eric: (*As an alien merchant*) "As you can see, noble sentients. Goods and services, have I! What seek you here, eh?"

Bill: "Well, we need some specialized navigation software for our navicomputer. You were, uh... recommended to us."

Eric: (*Suspiciously*) "Recommended? By who?"

Dan: "Uh... look, we'd rather not go into that. I'm sick of being shot at. Do you have the software or not?"

Eric: "Ah, but of course... and you have the 5,000 credits it will cost, am I correct?"

Dan and Bill: (*In unison*) "FIVE THOUSAND?! Our whole computer system didn't cost that much!"

Eric: "As you wish, gentle-beings. Plot your next hyperspace jump on an abacus. Good day..."

Bill: "Uh, wait a minute, can't we deal here?"

Eric: "A favor you could do for me? Give you your software, I will, after you deliver package for me."

Dan: "I guess so... what's the cargo?"

Eric: "Trivial cargo of spice from Kessel. Nothing really important."

Bill: "I have a *really* bad feeling about this..."

Limit the Number of Devices that the Characters Can Have

It's common sense: the characters can only carry so much. Don't give them such an abundance of equipment that it would take a fleet of Corellian bulk cruisers and a legion of Wookiees to move around.

There's no way a Human can carry around a case of grenades and still draw and fire his blaster accurately. If you give the characters a case of thermal detonators, give some major die code penalties to the character carrying them.

Another method of limiting the devices is to *not* give them everything they ask for. If your players ask for a case of thermal detonators, tell them that there's only two or three available. That way, they will be pleased to have some new "toys" but they will also have to be extremely judicious in their use. You will be satisfying the players' hunger for new equipment while maintaining game balance.

THE CREATION PROCESS

Now that some of the basic concerns with device creation and use have been discussed, the following four step process can be used to create new equipment, artifacts and items of super technology.

STEP ONE:

What Does the Device Do and How Does it Work?

This is the first logical step in developing a particular piece of hardware. When the characters come across a new piece of equipment, or an artifact, they are going to want to know exactly what the device is and how it works.

Equipment

If the device is a piece of equipment it is probably pretty mundane to the characters. While the players may find the idea of a restraining bolt for droids interesting, their characters have known it every day of their lives.

In creating new equipment, you must first know what specific function the item performs. Most pieces of equipment will be a futuristic version of an existing Earth device or will be practical extensions of the unique technology of the *Star Wars* universe.

If you want to create new items of technology, look through an Earth equivalent catalog and extrapolate the technology. For example, if you want to run a game with an espionage theme, some kinds of equipment you may want to create for your characters could be listening devices, computer probes, remote detection gear, and stealth-enhancing equipment.

If the piece of equipment is similar to a real world piece of equipment, it is normally enough to tell the players what it does. If you tell your players that they have a jet pack, they will just assume they can strap it on and fly. Of course, since the technology is *Star Wars*, it will be more advanced, smaller and more easily used than Earth technology.

When using equipment that doesn't translate to Earth terms, consider similar fields and think of novel ways of addressing the same problems. For example droids are a combination of self-aware computer, industrial machine and servant or worker. For suggestions on coming up with new types of droids, think of a type of job a specific droid could be built to accomplish.

For attachments, see what types of parts are available in that field (for example, medical droids have laser scalpels, anesthesia and medicine dispensers and all sorts of neat tools).

If the piece of equipment is something that doesn't have a real world analogy, it may take a little more explanation.

Fusion Welder: The gamemaster, Eric, wants to give the player characters a torch for the adventure. Since this is a very common type of device in the real world and the *Star Wars* universe, he thinks of it as an advanced propane torch.

However, instead of ignited pressurized gas, the new device will create a fusion reaction internally, focusing the energy out of the nozzle. It requires a small bit of blaster gas and uses small power cells only a couple of centimeters across.

Artifacts

Artifacts should provide abilities that the characters don't normally have access to or do a common task in a unique way. They can have any type of function, ranging from those similar to tools (such as causing damage like a weapon, or adding a few dice to a certain skill, such as macrobinoculars adding to *search*). They can also provide capabilities and powers that no technological equivalent can — perhaps an artifact gives the characters the ability to read minds, or gives the character instant mental access to the equivalent of a galactic encyclopedia.

An artifact doesn't need to be explained. If technologically based, it might run on power cells. However, if the device is truly alien, it might run on mental power or emanations in the Force. In fact, no one may know "how" it works, *it just does*.

The Codex: Eric wants to create a device for a young Jedi named Pann. Eric decides that this artifact will play an important role in his next adventure. Eric determines that the device is totally alien in origin, a mysterious and powerful artifact from a lost species. He decides to call it "The Codex."

Since Pann the Jedi must be drawn to the device for storytelling purposes, it stands to reason that it is somehow linked to the Force. Eric brainstorms a bit and decides that the device is extremely powerful, and has a variety of functions in the hands of a Jedi. While he won't determine all of the Codex's abilities right now, he'll settle on the basic functions a Jedi will be able to determine immediately:

- The device locates disturbances in the Force, leading (or possibly luring) the characters to trouble spots.
- The device can increase Force Skill die codes substantially, making a Jedi even more powerful.

The unit can be activated with a Very Easy control roll on the part of the user. As previously stated, the device has numerous other functions, but to make sure Pann doesn't become too powerful right away, Eric decides that it will take much study for Pann to learn what other abilities the unit has.

Super Technology

Super technology is simply a really interesting or advanced technological development. The superlaser and World Devastators show how powerful weapons can be; the Spaarti cloning cylinders allows the controller to make countless clones. Super technology should provide a completely new ability or be a very, very powerful version of an existing item.

Remember that super technology is not intended to fall into the hands of the characters. More often than not, super technology is more of a plot device than something that will actually be used. The *threat* of the Death Star was more than enough to make it effective.

Nanogene Droids: The gamemaster wants to give the villain of his adventure a powerful and unique weapon. He decides on nanogene droids highly experimental microscopic machines that affect the cells of living organisms. When the droids are injected into a



being, they can somehow rewrite the genetic code of the being, causing it to change to whatever pattern was programmed into the nanogene droids. With this device the villain plans on converting the population of a planet into an army of zombie-like mutated warriors. This certainly has the horrific punch of other super technology weapons.

STEP TWO:

What Does the Device Look Like?

Visual details are extremely important in the *Star Wars* universe. The items of technology are memorable and distinct: X-wings, TIE fighters, AT-AT Walkers, Star Destroyers, stormtroopers and droids created a lasting impression. In short, everything is *instantly* recognizable.

When determining what your particular piece of equipment looks like, not only are you making it easily identifiable to your players, you will personally have a better "feel" for the device and what it does.

When determining appearance, don't forget the other senses. Part of the unique charm of a lightsaber is the hum its blade gives off. Don't forget to make notes regarding sound or touch (does it pulse, or does it feel warm or cold or slimy?). When the device is used, is there a unique odor (for example, when using a plasma torch, the odor of the charred metal should be prominent). Using all of this sensory data enhances the "realness" of the device.

Equipment

The appearance of equipment is important. Everyone knows what a blaster or a comlink looks like. When introducing very common, mass produced items of technology, they should fit into the cohesive "look" of the *Star Wars* universe.

Also, *Star Wars* is a lived-in universe, so items of technology are often dirty, scratched, banged up and coated in several layers of paint. By adding these details, you give every item and location a sense of "real worldness" because it implies that the device existed before the present adventure and probably will exist after the adventure is finished.

Fusion Welder: The fusion welder will look a lot like an Earth propane torch. He decides that the device is a metal cylinder, with a small curved nozzle at one end, where the fusion welder's energy beam is emitted. The device has a small "on-off" switch on its base. An adjustment knob that controls the strength of the beam is located at the top of the cylinder, near the emitter nozzle. The top of the cylinder also has a valve where blaster gas is added to the fuel chamber, as well as a compartment for the very small power cells. Overall, it is about the size of a large blaster pistol. It weighs about four kilograms. bulky but not heavy.

Artifacts

Artifacts are supposed to suggest mystery and alien qualities, so most artifacts should appear distinctly different from common equipment. Lightsabers and Wookiee bowcasters do look something like other forms of equipment, but they don't quite fit in — they suggest a different time or a different society.

Artifacts that are designed by aliens will clearly look alien and novel. They might look more organic, or have ornate, Goth-

ic-style curves. The artifacts might have exposed internal parts, so the device appears more like a superstructure with parts randomly added on. The artifacts might be elaborately decorated or colored in unusual ways. It might give off an unusual "aura" so that anyone near it feels inexplicably uncomfortable.

The Codex: After some thought Eric decides that the device is a small, metallic pyramid, no larger than a grapefruit. He adds that the Codex is muted gold in color and covered with strange engravings in flowing, alien script. Tiny crystals dot its surface in strange patterns. It can easily be held in one hand, and glows and hums when in use.

Super Technology

Super technology is often large and dramatic. What makes the Death Star intimidating is its size. Normally, super technology should look exotic. Super technology will still clearly be recognizable as *Star Wars*, but it still must look different enough to be distinguishable from ordinary items.

Nanogene Droids: Nanogene droids are only visible under a microscope. However, how they affect someone is noticeable people who are being altered will seem to become more and more distracted from the world around them. After a few days of carrying the droids, they will slip into a coma and no known medicine will bring them out of it. Anyone who does a medical scan of the victim will be able to determine that their body functions and genetic code are changing, but why isn't known. The final stage of the victim can be whatever is programmed into the droids, but for horrific effect we'll decide that the person slowly changes into a horrible, slobbering monster, hideous to behold.

STEP THREE:

What is the Device's Background or History?

This is probably the easiest step in the process, and in many cases is really very brief. Some devices are going to have very plain histories that aren't pertinent to the game. For example, chances are your players won't care who invented bacta tanks.

However, if the device's history is important to the story, then the background does matter. A sense of mystery is good for unfamiliar alien devices and artifacts and will help you keep the players on their toes. If you invent a very powerful artifact and describe its history as "No one knows where it came from," the mystery of the device increases.

Equipment

Most of the time, the history of equipment won't really matter to the game. Of course, some items will be of interest. For example, in *Dark Force Rising*, it is learned that the *Katana* fleet was slave-rigged (all of the ships were rigged into a single huge computer operating system). This greatly reduced the number of support crew on this vessels, making slave-rigged ships much more practical than non-slave-rigged ships *in theory*. However, the crew of the *Katana*, infected with a hive virus, went crazy and the whole fleet jumped into hyperspace, never to be seen again. This explains why droids and large crews are used on starships in the *Star Wars* universe rather than using computers.

Fusion Welder: This can be as simple as "common technology, available almost everywhere. It has been around for a long time."

Artifacts

Artifacts are more interesting when they are mysterious. The Jedi Holocron is intriguing because we don't know its history. If the character doesn't know all the answers, he might be inclined to investigate further and find out the real story. Or, the history of the device might come back to haunt the character – what if the ancestor of the creator of the artifact comes looking for the artifact and is willing to kill for it?

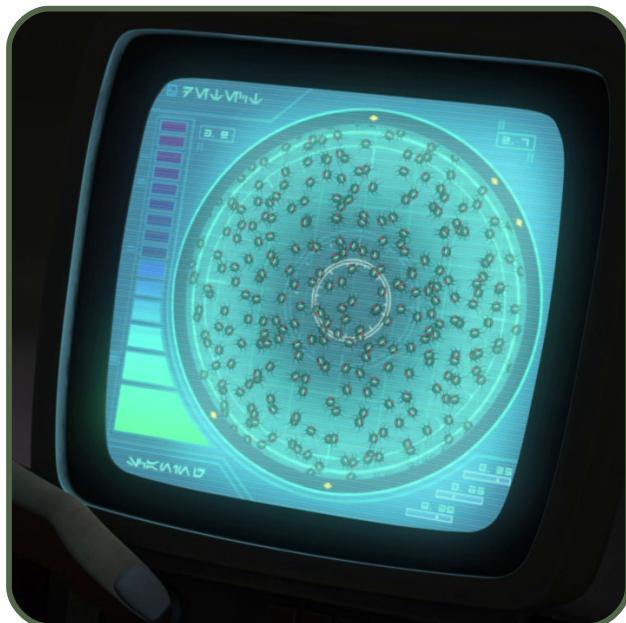
Sometimes artifacts are tied into prophecies, great myths from history and other lore of the *Star Wars* universe. A lightsaber is interesting in its own right, but if the character receives the lightsaber wielded by one of the original Jedi Knights during the founding of the Old Republic, the artifact becomes much more valuable and interesting.

The Codex: Eric decides the Codex was created by a long extinct species called the Cthol. The Cthol were extremely interested in the sciences, and had managed to develop an instrument capable of quantifying and measuring the Force, and even, in the right hands, of manipulating it. It was built mainly out of scientific curiosity, as the Cthol had few ambitions to use the Force for gain; they simply wanted to understand it.

Unfortunately, the device's activation didn't escape the notice of Halbret, a Dark Jedi who destroyed the Cthol and stole the device, using it to enslave a number of worlds. Halbret was himself destroyed by the Jedi Knights in a fierce space battle, and the device was lost in space, where the characters will unwittingly stumble across it.

Super Technology

Super technology is normally "invented" by a person or group of people working in secret. The background of a piece of super technology can be mysterious and filled with rumor or well doc-



umented, depending upon the needs of the story. For example, we didn't need to know a lot about the history of the Death Star for *Star Wars: A New Hope*. However, as we learned more about the *Star Wars* universe, it was revealed that Admiral Ackbar had served as Grand Moff Tarkin's slave while Tarkin was overseeing construction of the Death Star. Ackbar helped the Rebel Alliance learn of this fearsome super weapon and steal the plans to it. These plans, in turn, were given to Princess Leia, who had to stop at Tatooine to get General Obi-Wan Kenobi...

Nanogene Droids: The nanogene droid concept was first invented long ago, but it had never been used to much effect. The villain in the adventure, Uris, took an interest in the subject, and gathered a team of talented but unscrupulous nanogene droid scientists.

Bankrolling experiments, the scientists took nearly a year to perfect the nanogene droid technology, and several more years were required to get the droids to alter genetic codes with any reasonable amount of control.

However by that time, Uris' delusions of grandeur had blossomed, and he convinced himself that he would be able to assemble an army and carve out his own empire.

He is ready to release the first batch of nanogenes on the unsuspecting population of Voorsbain.

STEP FOUR:

Determining the Device's Game Statistics

This is arguably the most difficult and challenging part of developing new equipment. The pitfalls are numerous and difficult to avoid. By using the hints presented in the earlier section of this chapter, you should be able to consider the factors involved in these stats and design balanced devices.

By making a device bigger, more expensive, more difficult to use or harder to get, you can still introduce a better piece of technology while not destroying play balance or fundamentally altering the technology of the universe.

Equipment

Performance should be comparable to other types of equipment. You must also determine how effective the device is. For weapons, aside from basic damage, you need to determine weapon ranges, weight or size (is it bulky and difficult to use?), ammo, any special settings and all of the other factors that make one piece of equipment different from others.

You must also set a price for the equipment. Equipment will normally be priced near comparable types of equipment. A new blaster pistol, if it's better than a standard pistol, will cost more. A new type of medpac that is mediocre will probably cost about the same as the standard ones.

Of course, the laws of economics will figure into the cost as well. There are millions of different factors that can alter the price of a product, such as local supply and demand, whether the company is intentionally pricing its products low in order to get a share of the market, if the local government adds any taxes onto the price of goods and so forth. In other words, "standard" prices are mere benchmarks, and can change dramatically from location to location.

Fusion Welder: Eric must determine basically what the device can do in game terms. Eric decides that his "fusion welder" is powered by an internal power cell that can be used for two hours, requiring six hours of recharging from a standard power terminal.

If used in combat, (which would be highly awkward, as the device is heavy and unwieldy) the fusion welder does 4D damage. Its plasma beam can be up to 3 meters long, but since it's not supposed to be a weapon, it is Difficult to hit with. It also is more like a melee weapon, so it would use the melee combat skill, if any weapon other than another fusion welder or lightsaber (or a force field) is used to parry it, the fusion welder automatically does damage to the other weapon.

Any minor details can be added later or fleshed out as Eric sees fit in the course of his game, but otherwise, he has created a fairly easy-to-define common device that a character would be likely to encounter in the course of his game.

Artifacts

Artifacts normally have elaborate or unusual game statistics. Also, a lot of abilities can remain undiscovered for a long time, so that the gamemaster doesn't have to completely detail the device when it is created.

The Codex: Eric has decided to assign the device the following special abilities:

- +2D to all Force skills the Jedi character knows while the Jedi possesses the Codex. The Codex strongly enhances the Jedi's abilities, but the character does not receive extra Force powers. If the Jedi isn't in contact with the Codex, the added skill dice are lost.
- "Force Detection." The Codex will automatically locate galactic-scale disturbances in the Force, such as the destruction of Alderaan or the death of Darth Vader. The possessor of the Codex will know what has happened, but will not know the circumstances of the event. For example, the character would know that Alderaan had been destroyed, but not how. The character would know that Darth Vader had died somewhere near Endor, but not how or why or by whom. More minor disturbances can be actively sought using the adjusted *sense* Force skill.

Basically, the device has statistics now, but there is a problem with game balance. The device makes Pann too powerful, too quickly. Eric decides to add some limitations:

- Characters who use the Codex more than three rounds in a day are far more sensitive to the Force, and are thus more susceptible to the Dark Side of the Force. A Jedi character who commits any kind of violence while using the Codex beyond these three rounds gains two Dark Side points. In this case, violence is not defined in purely physical terms; mental cruelty and verbal abuse are also considered "tainted" actions for a Jedi using the Codex. The Jedi character

must be very cautious when using the Codex. If his words, thoughts, deeds or emotions are at all negative, the Jedi is in real danger.

- The device sends large "shock waves" through the Force when used. When using Codex-enhanced Force skills, other characters with the *sense* skill can locate a user of the Codex as far away as 100 light years (possibly more).
- The device is very old and easily broken. If dropped, shot, or otherwise handled roughly, the Codex has a *Strength* of 1D to resist damage. If damaged in any-way, the Codex will shatter and be beyond repair.

Eric has created a balanced artifact for his *Star Wars* game. The Codex has major advantages, but it also has limitations, allowing the device to be useful, but not omnipotent. Pann will now have to think twice about using the device frequently.

Super Technology

Super technology will normally have super game attributes. The devices are typically very powerful, but will practically have to have limitations.

Nanogene Droids: When a nanogene droid comes into contact with a person, it tries to inject itself into their internal system. The character must make a Difficult *stamina* roll: if successful, the character's immune system has eliminated the nanogenes. If the roll fails, the character is infected. An infected character will infect any other individual he or she is in contact with, or within two meters of, for more than five minutes.

For the first three days, the character feels no effects. After that, the character must make a Moderate *willpower* roll when asked to perform any mental activity that requires a Difficult total. If the character fails the roll, the character is too distracted to concentrate. The nanogene's effects are being felt. If examined by a doctor, the doctor needs to make a Difficult *medicine* roll to realize that the character's genetic code is being rewritten.

For the fourth through the tenth day, the character suffers a -2D penalty to all actions except rolling *Strength* to resist damage in combat. The same penalty applies to mental activity.

At the end of the tenth day, the character must make a Moderate *stamina* roll not to fall into a coma each day until the character succumbs to the nanogene. At this time, a doctor needs to only make an Easy *medicine* total to realize that the character's genetic code is being rewritten.

If the nanogene's effects are detected, a Heroic *medicine* total is necessary to cure the character unless specially designed medicines are created (gamemaster will have to determine specific rules).

After 15 days in a coma, the character is transformed into a mindless zombie. At this point, there is no known cure for the nanogene.

19

CHAPTER NINETEEN

DROIDS

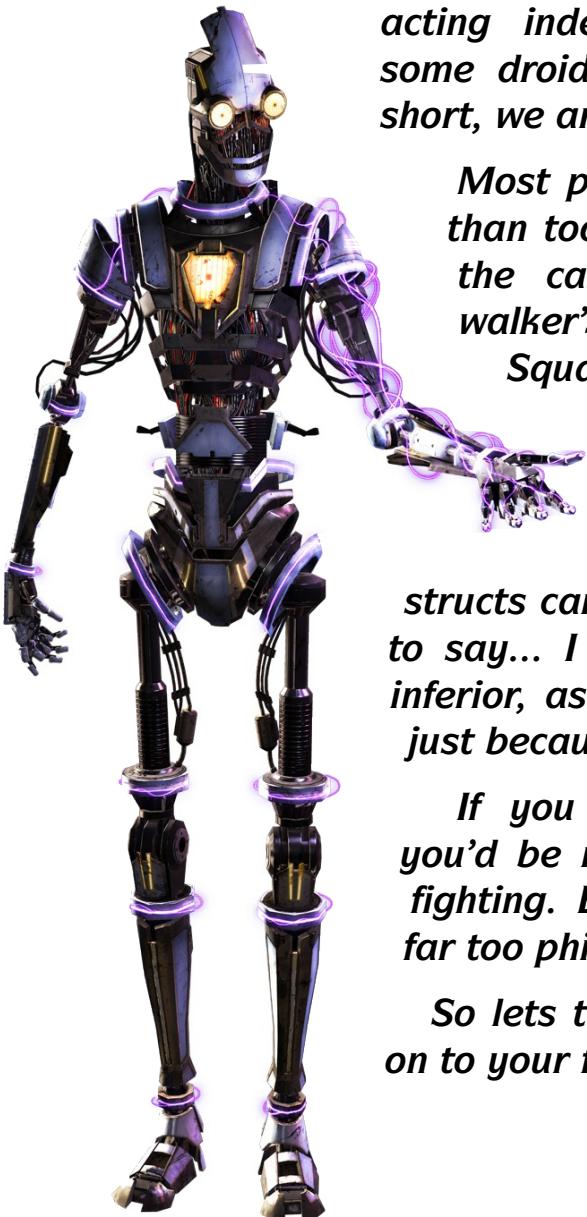
We droids are mechanical devices, often capable of intelligent and creative thought. Droid-types range from simple units that can only follow basic commands, to highly developed units capable of translating millions of languages or assisting in the piloting of a starship.

Higher function droids like me are programmed with personalities, and are capable of acting independently and making decisions; some droids even seem to have emotions. In short, we are an electronic form of life.

Most people consider droids as little more than tools, though I'm not convinced that is the case. Anyone who's met Luke Skywalker's astromech droid or Rogue Squadron's protocol droid would probably agree with me. Many droids — if treated with a little care and respect — can seem as alive as you. Whether or not we constructs can truly be called "alive" is not for me to say... I simply refuse to be treated as an inferior, as something less than a sentient life, just because I'm different.

If you do treat droids as non-lifeforms, you'd be no better than the Imperials you're fighting. But perhaps you think I am waxing far too philosophical for a droid.

So lets talk about what you came here for... on to your first lesson on droids.



DROIDS IN THE GALAXY

Droids are one of the fundamental technologies of the galaxy. They are intelligent automatons programmed to perform very specific functions. Droids are often used for tasks which are too complex, dangerous or even dull for organic beings. Droids may be programmed to excel at one or two specific types of functions at the expense of having the versatility of organics. Due to their highly-developed logic circuits, droids lack the intuitive and associative capabilities of many organic species. Droids, in addition to high intelligence and the capacity for learning, are normally programmed to exhibit a specific personality in order to make them more palatable to organics.

Droids take a variety of forms, from aesthetically pleasing humanoid shapes to the stark functionality of an astromech or probe droid. Many droids have normal speech capabilities for easy communication with other beings, although some are limited to high-density electronic languages that only other droids can interpret with any ease.

Droids are often classified by function:

- **First Degree Droids:** Usually utilitarian in disposition, droids of this class are programmed with the physical sciences, medical sciences, or mathematics in mind. First degree droids are usually teamed up with organic counterparts to facilitate the completion of any specific task. The 2-1B surgical droid is an example of a first degree droid.

- **Second Degree Droids:** This type of droid is frequently designed for functionality over aesthetics. A second degree unit's ability is often overlooked by the uninformed, simply because of the droid's physical appearance. The lack of advanced personality programming on many models adds to this common misconception. Second degree droids are programmed for environmental, engineering, and technical duties as well as applied sciences. Astromech droids – such as the famed R2-series – are second degree droids.

- **Third Degree Droids:** The most common models to be seen with organic beings are third degree droids. They are designed and programmed with the social sciences in mind, specializing in protocol, translation, organic relations, teaching, diplomatic, and other functions that put them in regular contact with organics. As such, these droids tend to be physically designed in the mold of their makers, or the manufacturer's intended customer base. Protocol units like the 3PO and Siak-series are classified as third degree droids.

- **Fourth Degree Droids:** Such units are illegal in most systems. Fourth degree droids are designed for military and security operations. After several accidents involving the design and manufacture of these "mechanical soldiers," the use of fourth degree droids was prohibited, except for certain models designed for legitimate military use. Although publicly denouncing the use of lethal droids for any operation, the Empire (as well as several underworld organizations) use fourth degree droids in an assassin capacity. Defense droids, like the G-2RD, are fourth degree droids.

- **Fifth Degree Droids:** Similar to primitive robotic units, fifth degree droids are typically programmed for menial duties such as simple lifting, mining, salvage, transportation, sanitation and waste control. Fifth degree droids generally perform tasks deemed unfit or impossible for organic life. This class of droid is seldom equipped with any advanced knowledge processors, save

for those that are required to perform an intended task. Fifth degree droids are the most common (and most affordable) found throughout the galaxy. The BLX-series labor unit is but one of the many fifth degree droids found throughout the galaxy.

ROLEPLAYING DROIDS

Generating a droid player character in *The Star Wars Roleplaying Game* differs greatly from creating an "organic," or "normal" player character. In addition to using a completely different set of character generation rules, players who decide to portray a droid have to take into account a different form of "living" in the *Star Wars* universe.

Creating a Template for a New Droid Model

Like all player characters, starting droid characters begin with a total of 25D. The major difference is that organic characters divide these dice between attributes and skills, whereas a droid character breaks these dice down between attributes, skills, and attachments. Organic characters generally have 18D for their attributes, leaving 7D for allocation to skills. Droids do not have this limitation. They are not subject to species' minimums and maximums like organics (though they are subject to the current state of technology). In the Classic *Star Wars* time frame, technology allows a droid no more than 13D in any particular attribute, with a minimum of 0D.

Because of this, it becomes amazingly simple to create a new droid type to use as a character template. Simply divide the 25D between the droid's attributes, skills, and attachments (equipment that provides the droid with a permanent skill bonus). Consult with your gamemaster during this process, as creating a character in this manner is much more collaborative than during the generation of an organic character. Talk with the gamemaster about what your droid's Move rating should be, what equipment it has installed and other such considerations. When a consensus is reached, the droid is effectively created.

Alternately, your gamemaster may allot you a credit limit and have you use the droid creation/modification rules from the previous chapter. Usually, the cost of creating a droid suitable for a player character is between 3,000 and 5,000 credits.

Optional Rule: Basing a Character Template Off an Existing Droid

When modifying an existing droid for use as a player character, character generation becomes more complex. There are some droids that are simply not suited for use as a player character (large units like logging droids or the construction droids from Coruscant, for example). The first thing you should do if you choose to play an existing droid type is to select a "stock" droid you like. (These droids can come from the listings in this volume, or any other source.) All of the droids listed in this book are considered "stock" – they have not been modified in any way and are listed as they would be if purchased new. Count up the dice the new droid has allocated to attributes, skills, and attachments. Make sure to ignore any dice the droid receives from special abilities or story factors, as these usually only come into play at character creation, and are not counted in the character's standard 25D. For instance, the droid might have a special ability granting it any one *Mechanical* skill at 3D. Extra dice given in this manner *do not count towards the droid's 25D*.

If the droid has exactly 25D in its attributes, skills and attachments, it is ready to be run as a player character; just copy down the droid on a piece of paper and (as far as game rules are concerned) that character is ready to go.

If the droid model you wish to play has less than 25D total, you can add the difference with "Build Dice." Figure out what your "build dice" are by subtracting the total dice from the droid you want to play from 25. The value you come up with is your build dice, which can be allocated to skills, and attachments, not at tributes.

Example: Dave wants to play a Rim Securities' K4-series security droid. The droid has a total of 20D in attributes, skills, and attachments. In this case the Dave's droid has 5D of "build dice." (25D minus the 20D listed in the template = 5D still available for skills and attachments.) Dave can add these 5D of "build dice" to the skills and attachments to his character. Remember, Dave can't spend these "build dice" on improving attributes.

Adding Skills

Unlike a "normal" character, droids can spend more than 2D on improving a skill during character creation. In fact, a new droid character can begin play with a skill that is up to 4D above the governing attribute. In addition, droid characters taken from existing models start with skills already integrated into the droid type. Many droids already have at least 4D above a specific attribute in some skills and *such skills can not be improved at the time of character creation*.

Example: Dave's K4 droid has a *Dexterity* of 3D and comes off the assembly line with *blaster* 7D, *dodge* 8D, and *running* 4D. Because both *blaster* and *dodge* are already 4D or more above the ruling attribute (in this case *Dexterity*), Dave may not allocate any of his 5D of "build dice" to those skills. Because running is only 1D above *Dexterity*, Dave may add up to 3D to improve that skill.

At the time of *character creation only* the player may use his build dice to give the droid skills that it didn't receive when it was constructed without shelling out credits. Like an organic character, these skills start at the same die code as the governing attribute. However the player may allocate up to 4D in any one skill. The player should consider what skills the droid should have in addition to what it comes with. Is the droid designed for a specific application? Does its current skill package serve that purpose? The player should also select skills appropriate to what he or she intends to use the droid for; just because the droid is designed as an accounting unit doesn't mean the owner will use it for its intended purpose. Is the droid destined for industrial intrigue or sabotage? Will it assist a smuggler during a sophisticated confidence scam? Or will it wind up providing maintenance assistance or astrogation backup aboard a freighter?

During this process, the gamemaster should be kept apprised of the droid's development. Gamemasters may wish to veto the use of certain skills on new droids unless the player can come up with an *extremely* good

reason for having the skill. For example, there are very few astromech droids that can accurately fire a blaster, and fewer still that would actually want to. Without an adequate reason for the droid to possess such a skill (it has been specially commissioned with illegal software by a Black Sun Vigo, for example) the gamemaster may disallow it.

DROID CHARACTER DEVELOPMENT

Unlike an organic character, droids come off the assembly line prefabricated to be identical in almost every way. They possess the same skills and knowledge, the same equipment and attachments, and look exactly alike (save for their paint jobs). Each droid of the same model comes pre-equipped with an identical personality matrix, though these can change over time, with experience and programming. Where an organic character has learned her skills through schooling and life experience, a droid is programmed with necessary knowledge. Consider the following topics when determining a droid character's background and behavior:

Name/Designation

The first thing you'll want to do after creating the "rules" portion of your character is to come up with a name for it. Droid names are generally made up of a combination of numbers and letters (C-3PO, FX-7, EV99, and so forth). These designations are not unlike serial numbers, and they often include the droid's model number as well as defining characters that separate the droid from others of its class.

Most droid names include the unit's model number; R2-D2 is an Industrial Automaton R2 astromech unit. Most other R2 units have the characters "R2" somewhere in their names, as well though they are not always pronounced. There are some companies that use words or symbols as a model designation, though these cases are rare (the Verpine Siak-series is one such example). Often, owners will spell out the droid's designation



phonetically, giving the droid a more "organic" name ("MD-18" becomes "Emdee-Oneight," for example). Other owners have ignored the droid's name altogether, opting for a nickname of some sort. "Whistler" and "Mynock" are examples of this.

When choosing a name for your droid, take these things into account. There is no limit to the number of digits in a droid's designation; there could very well be a 3PO unit with a designation of Q32H-3PO-9ST somewhere in the galaxy. Usually, organics shorten longer names for ease of reference (so the example above could simply be referred to as "Kyu-three" or "Ohnine").

Manufacture/Design

Of course, most of a droid character's traits will come straight from the mold from which it was formed. Whether the droid was of a type depicted in this book or was created from scratch, *someone* built it. (In general, the droid's manufacturer is found in the unit's game stats.) Consider the manufacturing company's policies regarding politics, society, the military, and so forth. How do those views affect the character's basic programming? While the very nature of a personality matrix allows for learning and expansion on many levels, the beings who built the player character droid would instinctively leave traces of their personalities behind in the programming.

Remember to consider the reason it was built in the first place. No matter how old the droid is, or how much the droid's experiences and adventures may have affected its development, there will always be at least *traces* of the primary programming left over. An agricultural droid may, during the course of its existence, learn to fire a blaster, fly a speeder, or speak several languages. But the fact remains that it is still an agricultural droid. Keep this in mind when developing a droid player character. A battered and adventurous cook-droid may act like a brash pilot (but it will still talk about food preparation a great deal).

Activation

Droids aren't "born," per se; they are "activated." When activation occurs, the droid's knowledge and personality are also activated. However, an older droid will have either been modified by a previous owner (or, in some cases, actually modified itself) over a long enough period of time. The time a droid player character has been activated can dramatically affect the droid's behavior.

Simulated Emotions

Droids are often programmed to react in very specific ways to their environment. Often, this programming is extremely sophisticated, resembling actual emotions a great deal. The emotional response programming a droid receives is related directly to its intended function. For instance, it is sometimes beneficial for an assassin droid to display aggression (or even outright anger), whereas a medical unit would most likely display compassion to facilitate interaction with organics under its care. These feelings are programmed into the unit at the factory, though the droid may develop and expand on the core emotional programming.

It is up to the player to determine what emotional responses a droid character possesses. Base this on the unit's primary design, and take into account responses the droid may have learned since it was activated. If, for example, you are playing a protocol droid who has somehow developed a very aggressive attitude and carries a big gun, decide where it learned to respond to situations in that manner. Was it intentionally pro-



grammed that way by someone? Or has its previous experiences molded the droids reactions? Perhaps the central programming core from an assassin droid was placed into the chassis of a protocol droid to avoid detection. Was this done by the owner, or was it the act of a free-thinking droid that wanted to avoid destruction? Thinking about the reasons why a droid character reacts the way it does helps make that character more convincing (and more fun to play).

Droid Character Traits

The following is a list of sample traits that a droid character may possess. They are intended only to spark some of the questions suggested in this chapter: why would a droid exhibit these behaviors? Players and gamemasters are encouraged to use this list as a starting point for creating more entertaining droid characters, though this list is by no means exhaustive.

- **Argumentative:** No matter what is being discussed, the droid will constantly offer an "alternative viewpoint." Typically, these "alternatives" are little more than an excuse to argue.

- **Backup personality:** A previous owner hardwired a "back-up" personality into the droid's "brain." When subjected to specific stimuli (such as damage, a code phrase, a transmission on a particular comm frequency) the droid's alternate personality becomes evident. This personality can be very similar to (or completely different than) the droid's main behavioral matrix.

- **Center of conversation:** The droid always tries to work its way into a conversation, dominating the exchange with pointless anecdotes or stories.

- **Curious:** The droid has a strong sense of curiosity, constantly seeking answers to any questions that may puzzle it.

- **Exaggerates:** When asked to describe something that it witnessed, the droid invariably inflates the specifics of the account (or its role in the event).

- **Glitch:** The droid has a minor malfunction that has stubbornly resisted all diagnostic and repair attempts. (This trait would be more common to older droids.) For example, a protocol droid's vocabulator has somehow been damaged and the droid's voice sounds peculiar (a drawl, a strange accent, a "nasal" quality to its speech).

- **Low self-esteem:** The droid is convinced that it has somehow failed its primary function. Perhaps the droid strives harder to serve an organic master (in order to "atone" for the perceived failure); conversely, the droid feels that it no longer has worth and does not really try and operate at peak efficiency any longer (by not using Character Points during skill rolls).

- **No self-confidence:** The droid is convinced that its abilities are not equal to a given task.

- **Obnoxious:** The droid has a tendency to say "the wrong thing at the wrong time" and is often regarded as unpleasant.

- **Obsequious:** The droid fawns over those it deems its "betters" (typically organic owners), constantly seeking their favor and approval.

- **Obsessive tendencies:** The droid has an annoying, obsessive quirk (such as a need to clean its surroundings, or sort fairly unimportant files or datawork). Sometimes this obsession with minor tasks prevents the droid from adequately performing more important ones.

- **Paranoia:** The droid is convinced that it has some sort of enemy, and is constantly worried that it is in danger.

- **Pompous:** The droid believes it is "better" than other mechanicals (or organics; player's choice) and constantly makes disparaging remarks when such beings are encountered.

- **Sullen:** The droid is very reluctant to speak or interact with other organics. Questions to such a droid must be very specific, as the unit typically responds with as vague an answer as possible.

- **Talkative:** The droid simply can not stop speaking at inappropriate times.

History

The past is as important to a droid character as it is to an organic one – even more so in some cases. Because many droids are several decades old, it may have been through many events that other characters have never experienced. By the time Artoo and Threepio came to be in the employ of the Lars family, they had already been through many adventures with other owners. The following guidelines can also help to "flesh out" a droid character:

Previous Owners

Depending on the age of the droid, it is quite possible that it has served a number of masters, all with their own personalities and agendas. Deciding who these owners were can round out the gaming experience by giving the droid a history from which it has learned (and modified its personality). Depending on the occupation of a previous owner (and how the owner used the droid's services) the droid may have had many adventures prior to the events of its current campaign. Remember when coming up with previous owners that they didn't necessarily purchase the droid, or use it for what it was specifically programmed for.

(Even a protocol droid can get a job working on a moisture farm simply because it speaks Bocce.) You can use the following character hooks as they are or as a groundwork from which to create your own ideas:

- A former owner was a government official of some sort: Imperial, Old Republic, or possibly a smaller system or planetary official. Under his ownership, you learned many things about dealing with politics and bureaucracies. Your master used you for a variety of tasks, including delivering private messages, light repairs on his star yacht, and watching over his children (who were prone to causing all manner of trouble).

- One of your owners had taken the time to train you how to lie. (He was a smuggler after all, and "a little backup with a con never hurt," he claimed.) You enjoyed the heroic nature of some of your more dangerous missions, even though you were the one forced to keep his ship's faulty hyperdrive motivator operational....

- A young bounty hunter took you as pay for a job. She never really needed a droid hanging around, but still you wanted to please your new master. While fulfilling your primary function (protocol, food-preparation, or other such task) you learned the basics of first aid, weapon repair and maintenance, and minor shipboard operations.

- A small store owner bought you to help around the shop. While you were there, you met many "regulars" who came to know you on a personal level. The owner was a kind old man, and kept you well oiled, until you were stolen by one of the "regulars." Your existence has been a whirlwind of Black Market droid auctions, smuggling runs and menial labor ever since. You've seen a great deal, but you still want to find your kindly old master.

- Pirates stole you from one of your owners when they captured him as a slave. They used you for administrative duties and when you weren't pushing Imperial slaver datawork around, the crew used you for target practice. During this period you lost a lot of vital circuitry but the ruffians always managed to put you back together again, albeit haphazardly. (You *still* can't manage to get rid of that fluctuation in your neck servos, though.)

- After your last employment with an accounting agency, you were auctioned off to the head of a mercenary group. He let you keep all of your programming and knowledge, following his philosophy that "you never know when it'll come in handy." After some time with the group, they began installing new software and hardware on you. Now you can sneak into an enemy stronghold, plot an escape route for a personnel carrier, and figure out what the boss will save in salary, all at the same time.

Memory Wipes

Many droid owners make it a practice to memory wipe a new droid, and continue to do so as a part of the droid's regular maintenance. Has your droid player character ever had its memory erased? If so, how long ago? Was the technician competent? Remember that when a droid is memory wiped, its personality matrix resets to the factory standard. In some cases (depending on the technician's ability) remnants of the former personality are left intact, as well as memory fragments.

Memory Wipes and Character Development

From the time a droid is activated its personality matrix begins learning and developing. When a droid is mindwiped, the personality matrix and memory default to the factory settings. The droid no longer remembers its former owners or its experiences and is essentially "new" (save for any modifications or hardwired skills it has acquired over time). Nevertheless, many droid technicians don't do a complete job when erasing a droid's memory, and some personality quirks can be left over. This can make the droid more entertaining to play.

Though the droid's memory has been erased, it will still know how long it has been since it was activated. It will also know that it had been mindwiped. In most cases, a droid understands that a memory wipe is simply part of existence, though some droids often wonder what they were formerly like, who their owners were, and so on. In certain cases, a droid's longing to understand its own existence has become obsessive.

Remember that a mindwiped droid considers its history to be much shorter than it actually is. This can be used by gamemasters to alarming effect. Perhaps the character was a power droid refitted to process a cheater chip routine for its former master who was a sabacc gambler. Some of the victims who lost to the droid and his master might show up and remember the droid (even if the droid doesn't recall ever meeting the being in question). Perhaps the droid was reprogrammed for surveillance duty for CorSec and some of its law enforcement protocols are still in place; if the droid sees a crime being committed, it immediately signals for the local constabulary (which would be extremely embarrassing to smugglers at a shadowport).

GAME STATISTICS

All droids have a listing for game information. Droids can be listed as individuals (such as R2-D2 and C-3PO) or as a "stock" model of a droid (such as for the Industrial Automaton R2 Astromech droid).

Type: The manufacturer, make and type of droid.

Attributes and Skills: For individual droids, these are listed in the same manner as normal characters. For stock droids, these listings can be considered "minimum" skills for all droids of that type. Of course, some individual droids will have been altered or reprogrammed and thus will not meet the minimums, while other individuals can greatly exceed those minimums.

Equipped With: Many droids are equipped with specialized tools. These tools are listed here.

Special Skills: Some droids have specialized skills which are otherwise not commonly available. If that is the case, the skill (and its governing attribute) is listed and explained.

Special Abilities: Some droids have unique special abilities.

Story Factors: Some droids have very specific types of story factors.

Story factors are things which can govern a droid's behavior or how other beings interact with the droid, but are not "game rules" in the traditional sense.

Move: For an individual droid, its movement rate. For a type of droid, it may have two listings: the first number is the droid's basic Move, while the second number represents the droid's maximum Move.

Size: The droid's size.

Cost: The cost of the droid, sometimes with "new" and "used" listings.

Equipment: Some droids carry equipment (just like characters). If this is the case, the droid's equipment will be listed here.

SAMPLE DROIDS

The following droids are presented as basic models, in their factory preset state. The skills possessed by a basic model represent the droid's core programming — characteristics the droid maintains even after being subjected to a memory wipe.

FIRST DEGREE DROIDS

2-1B Medical Droid

Programmed by some of the finest medical minds in the galaxy, Industrial Automaton's 2-1B Series was the first commercially successful surgical droid. Each 2-1B is equipped with a computer interface socket and tether; what it doesn't know about a patient's species or medical history, it can download from any medical mainframe.

The 2-1B's surgical pincer hand attachments are precision-engineered for smooth, steady action. The core programming of 2-1B surgical droids includes the "physician's code." This prevents the droid from refusing medical aid to any being (unless specifically ordered otherwise by

an authorized operator). As well as preventing it from deliberately inflicting harm on an organic creature (except as defined by extensive guidelines for saving a life). This includes a stricture against engaging in combat.



■ 2-1B MEDICAL DROID

Type: Geentech/Industrial Automaton 2-1B Surgical Droid

DEXTERITY 1D

KNOWLEDGE 2D

Alien Species 5D

MECHANICAL 2D

(A) Bacta tank operation 5D

PERCEPTION 3D

(A) Injury/ailment diagnosis 6D

STRENGTH 1D

TECHNICAL 3D

First Aid 6D, (A) medicine 9D

Equipped With:

- Computer interface tether (5 meters long). When connected to medical mainframe, adds +2D to all medical skills
- Medical diagnostic computer
- Analytical computer
- Surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers

Move: 4

Size: 1.5 meters tall

Availability: 2, R

Cost: 4,300

FX-6 Medical Droid

The FX-6 medical droid was built during the Clone Wars as a mobile, autonomous, skilled medical assistant to field medics fighting on the front line. The Grand Army of the Republic even dropped FX-6 droids into areas where fighting was planned (or already going on) to grant additional medical aid to clone trooper forces. Of course, this also means that numerous battlefields were littered with FX-6s in various states of repair, and more than one scavenger took the opportunity to add a few to his inventory.

The FX-6 is able to move over many different terrains with its three casters, a trick not available to many FX models. Many FX droids are immobile, but the FX-6 has a strong sense of balance and good movement ability over any reasonably even terrain. This additional capacity comes at the price of not including a personality package or even a vocoder, leaving the droid able to communicate only through readout panels. Although this limitation gives it a sinister bedside manner, it has no impact on the droid's ability and desire to render medical assistance. Equipped with sensors, numerous surgical tools, and multiple appendages, an FX-6 can be equipped to deal with most medical problems and treat any species.

Produced in vast numbers and seeded on dozens of battlefields, the FX-6 is a common sight in the years after the Clone Wars. Designed as an assistant, the model is capable of performing as a full doctor when necessary, though patients often complain about its apparent lack of compassion. The model was eventually replaced by the more advanced FX-7, and later the 2-1B.



■ FX-6 MEDICAL DROID

Type: Medtech Industries FX-series Medical Assistant Droid
DEXTERITY 1D

KNOWLEDGE 1D

Alien Species 3D

MECHANICAL 1D

(A) Bacta tank operation 3D+1

PERCEPTION 2D

(A) Injury/ailment diagnostics 3D+2

STRENGTH 1D

TECHNICAL 2D

First aid 3D+1, (A) medicine 4D

Equipped With:

- Medical computer scomp link: interface to adequate medical computer or surgeon droid adds +1D to all medical skills.
- Readout screen
- Medical diagnostic computer and sensor
- Analytical computer and sensors
- 14 light manipulator arms
- 6 main manipulator arms
- Various surgical attachments
- Hypodermic injectors (4D stun damage)
- Medicine dispensers
- Mobility caster trio

Move: 4

Size: 1.83 meters tall

Availability: 2, R

Cost: 4,300

SECOND DEGREE DROIDS

IT-0 Interrogator

With much the same programming as a medical droid, an IT-0 droid seems harmless enough in technological terms. Its sinister appearance, however, gives away its true function. A floating ball of black durasteel, an IT-0 interrogator droid bristles with instruments of torture and recording devices. Its claw, shock devices, and twisted versions of medical gear are designed to give it an aura of menace. Indeed, its reputation has spread far enough that many prisoners begin reciting their sins as soon as one floats into their cell.



The IT-0 Interrogator is the product of Imperial military research and the ISB, and it is manufactured solely by Imperial factories. Use of the IT-0 is carefully controlled by the ISB, though models do get into the hands of senior Moff, military intelligence, and even CompForce. The Inquisition has begun manufacturing the model on its own, a fact the ISB is not aware of and won't be pleased by. Stormtrooper garrison commanders are also known to employ them, though generally only under the guidance of a senior officer.

The droid can interrogate a prisoner by itself, or in conjunction with living questioners. It is designed with an emotionless personality and asks questions in a flat monotone. When working with a living assistant, the IT-0 often says nothing at all, allowing the prisoner to come to fear and hate the droid, while seeing the living interrogator as a source of potential mercy. An IT-0 is well equipped to bring a victim to the brink of physical damage without doing permanent harm, though it also has medical supplies and training in case a session goes too far before valuable information can be obtained.

■ IT-0 INTERROGATOR DROID

Type: Imperial IT-0 Interrogator Droid
DEXTERITY 1D

KNOWLEDGE 3D
Dodge 3D, melee combat 3D, melee combat: interrogation tools 4D+1

PERCEPTION 2D
Alien species 4D, humanoid biology 5D, intimidation 6D, intimidation: interrogation 7D

MECHANICAL 2D

Sensors 3D

STRENGTH 3D

TECHNICAL 2D

First aid 5D, (A) medicine 5D, security 4D

Equipped With:

- Repulsorlift engine
- Visual/sound sensor package
- Vocabulator speech/sound system
- Laser scalpel (2D damage)
- Hypodermic injectors (4D stun damage)
- Power shears (5D damage)
- Grasping claw (+1D to lifting)

Move: 3

Size: 1 meter

Availability: 4, X

Cost: 10,000

R2 Series Astromech Droid

The R2 astromech is Industrial Automaton's most successful series of diagnostic and repair droids, largely due to the compact design that enables it (unlike its predecessors) to fit precisely into the astromech sockets of starfighters. An R2 unit performs all of the most complex astrogation, flight data, technical diagnosis, and power management tasks, freeing fighter pilots to concentrate on staying alive.

The R2 astromech droid is surprisingly versatile for its size. R2s boast an overwhelming array of tools and sensors, all tucked away behind various access panels, keeping the housing largely free of obstructions. Industrial Automaton's designers even found a way to include "wasted space" in the chassis, allowing internal storage, easy upgrades, and modifications. Even the four standard appendages (two manipulator arms, an electric arc welder, and a circular saw) can be quickly and easily switched out with a number of specialty arms available. The two empty slots are typically filled with a fire extinguisher and a computer interface probe (for an additional cost).

Because these droids are quick-witted, sincere, and often insightful, many owners are reluctant to have their memories wiped, resulting in headstrong, independent astromech droids.



R2 ASTROMECH DROID

Type: Industrial Automaton R2
Astromech Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

Astrogation 5D, starfighter piloting 3D, space transports 3D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 2D

*Computer programming/repair 4D, starfighter repair 5D**

* Astromech droids, if acting in co-pilot capacity, may attempt starship repair while in flight.

Equipped With:

- Three wheeled legs (center leg retractable)
- Retractable heavy grasping arm (*lifting* at 2D)
- Retractable fine work heavy grasper arm
- Extendable 0.3 meter long video sensor (360 degree rotation)
- Small electric arc welder (1D to 5D, as fitting situation, 0.3 meters range)
- Small circular saw (4D, 0.3 meter range)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small (20 cm by 8 cm) internal "cargo" area
- Some additional small tools and equipment

Move: 5

Size: One meter tall

Availability: 2, F

Cost: 4,500

R4-Series Agromech Droid

With the massive success of the R2 astromech droid and the 2-1B medical droid in the last years of the Old Republic, Industrial Automaton needed to find new markets. The company decided to create a droid for casual users who were more likely to need a hand with a swoop than with a starfighter. The R4 agromech was designed to appeal to fringe world owners who needed a skilled hand around the garage, Core World designers who wanted help building prototypes, and farmers of any world who could use a droid that was reliable and loyal.



The R4 is based on the basic design of the older R2, although its design includes cost-saving measures to make it more accessible and less specialized. The R4 droid uses fewer miniaturized parts, resulting in a taller profile but a sturdier overall design. Internal components are spaced farther apart, reducing the droid's computing power (and making it unsuitable as an astromech unless modified), but enhancing its stability and decreasing the number of elements prone to malfunctions. The result is a droid that can survive in harsh conditions and remain operational even after taking damage that might wreck a more delicate model.

The R4 is very popular with repair crews, who often prefer it to repair droids specifically designed for reconstruction tasks. The R4 can also monitor crops, medical equipment, and nearly any type of sensor. Like the R2 on which it is based, the R4 is seen as friendly and helpful. The Empire, the Rebellion, and thousands of other organizations and individuals employ R4s across the galaxy, and it is easy to obtain spare parts and instructions for common modifications for R4 droids.

R4 AGROMECH DROID

Type: Industrial Automaton R4 Astromech Droid

DEXTERITY 2D

KNOWLEDGE 2D

Languages 3D

MECHANICAL 3D

Repulsorlift operation 4D

PERCEPTION 2D

Search 3D

STRENGTH 2D

TECHNICAL 3D

Computer programming/repair 4D+2, droid repair 4D, repulsorlift repair 5D, security 4D

Equipped With:

- Three wheeled legs (one retractable)
- Internal comlink
- Photoreceptor with infrared vision (can see in the dark up to 30 meters)
- Internal storage (extra space available for 8 kilograms of storage or upgrades)
- 4 tool mounts (has four appendages that have tools attached to them)
- Acoustic signaler

Move: 8

Size: 1 meter

Availability: 2, F

Cost: 2,500

WED Treadwell

The WED Treadwell is not the most famous or most successful repair droid, but a large number of them have been manufactured and sold throughout the galaxy. Because the droid has a simple appearance — that of a rolling platform with a viewer on a stalk and four or more tool arms — raiders and pirates often overlook it when plundering. As a result, the Treadwell is one of the least often stolen droids. In fact, Treadwells are sometimes mistaken for tool racks, which is unsurprising since they essentially act as rolling tool racks for their owners. Treadwells are not particularly bright and don't have much drive, but these factors make them obedient and reliable, and they are especially popular on fringe worlds where residents are suspicious of droids.

Although WED Treadwells are fragile, requiring regular maintenance and environments that contain few hazards, they have a reputation for being adaptable and alert. The arms of a Treadwell can be swapped out quickly and easily, and many owners keep a stockpile of specialty arms for specific jobs. The droids are also single-minded, doing what they are told until they complete the task or receive new instructions.

■ WED 15 TREADWELL DROID

Type: Cybot Galactica WED 15 Treadwell Droid

DEXTERITY 2D

KNOWLEDGE 1D

Languages: droid languages 4D

MECHANICAL 1D

PERCEPTION 3D

Search 3D+1

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D+2, machinery repair 6D, repulsor-lift repair 4D, space transports repair 4D+1, starfighter repair 5D+1

Equipped With:

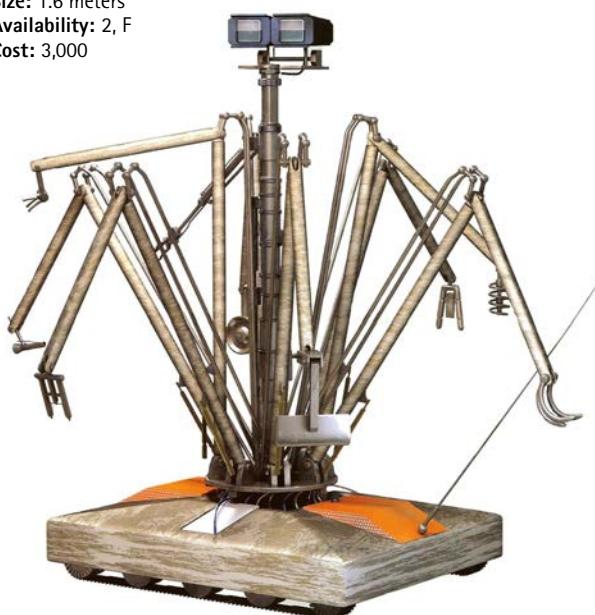
- Video sensor
- Dual-tread locomotion
- Fine manipulator arms (+1D to *repair* skills)
- Extensible video microbinoculars (+2D to *search* for microscale work)
- Various tools
- Cybot acoustic signaler (droid languages)

Move: 8

Size: 1.6 meters

Availability: 2, F

Cost: 3,000



THIRD DEGREE DROIDS

■ 3PO Protocol Droid

Supplied with a SyntheTech AA-1 Verbobrain, the 3PO protocol droid is capable of storing huge amounts of information, enabling it to understand over six million forms of communication and respond in nearly all of them. It also has a tremendous capacity for analyzing previously unknown languages and translating them into whatever language its master desires. The 3PO even includes an olfactory sensor for translating pheromonal communication. The 3PO's additional memory storage is generally used to keep specific communication modes in active memory, avoiding lengthy delays while searching for linguistic information in mid-translation.

Each 3PO comes with a factory-installed restraining bolt mount. They are also programmed for passive behavior — a typical 3PO droid never attacks under any circumstances. If the droid becomes a problem, the 3PO's shutdown switch is conveniently located at the back of its neck.

Built to resemble humanoids, 3POs come in a wide variety of colors.

■ 3PO PROTOCOL DROID

Type: Cybot Galactica 3PO Human-Cyborg Relations Droid

DEXTERITY 1D

KNOWLEDGE 3D

*Cultures 6D, languages 10D**

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

* The droid's vocabulator speech/sound system makes the droid capable of reproducing virtually any sound it hears or is programmed to reproduce.

Equipped With:

- Humanoid body (two arms, two legs, head)
- Two visual and audio sensors – human range
- Vocabulator speech/sound system
- AA-1 VerboBrain
- TransLang III Communications module with over seven million languages

Move: 8

Size: 1.7 meters tall

Availability: 2, F

Cost: 3,000 (new)

CZ-Series Secretary Droid

Designed to serve as a communications assistant for bureaucrats, corporate executives, and military administrators, the CZ-Series secretary droid specializes in managing, organizing, and directing all forms of communications through a particular office or organization. The droid handles audio signals from comlinks, text and data messages through planetary computer networks, and holographic messages from the HoloNet. The droid has internal systems capable of acting as a switchboard, receiving, analyzing, and routing many communications simultaneously. Furthermore, it is programmed to receive instructions from its owner on how to prioritize incoming communications, ensuring that during the work day, only the most urgent messages and comlink requests are passed on. The CZ-Series secretary droid serves as a buffer between its owner and those who want to contact him or her, and it comes loaded with the most common languages spoken by its owner's associates.

Once the owner links his or her comlink, data pads, portable computers, and other communications devices to the droid, its programming takes over, and the droid receives, sorts, and routes all messages.

**CZ SECRETARY DROID**

Type: Serv-O-Droid CZ Series Secretary Droid

DEXTERITY 1D+1

KNOWLEDGE 2D

Business 5D, languages 5D

MECHANICAL 1D

PERCEPTION 2D

Con 3D+1, persuasion 3D+2

STRENGTH 1D

TECHNICAL 2D

Computer programming/repair 4D+2

Equipped With:

- Humanoid body (two legs, two arms, head)
- Locked access (The droid's shut-down switch is secured or internally located)
- Multinode communications link
- Internalized datapad
- TransLang I Communications module with over 500,000 languages.

Move: 10

Size: 1.7 meters tall

Availability: 2, F

Cost: 8,280

EV-Series Supervisor Droid

MerenData designed the EV-Series supervisor droid to manage other droids. The idea of a droid supervising a company's droid pool appealed to many organizations, and the humanoid-shaped unit sold reasonably well. When MerenData discovered shortly after the line's release that the motivators originally planned for the EV-Series were accidentally swapped with ones meant to be installed in torture droids, they decided to wait and

see how the droids performed. Much to their surprise, the droids with the swapped motivators actually outperformed the unaltered droids when it came to managing the droids under their care. However, the discovery that the EV-Series droids were using sadistic methods to accomplish their tasks, such as melting a droid's feet to the floor to prevent it from leaving a station or treating it to an oil bath set afire, forced MerenData to issue a massive recall to exchange the motivators. Although most of the droids were brought in and repaired, some customers, such as crime lord Ploovo Two-for-One, preferred the flawed model.

**EV SERIES SUPERVISOR DROID**

Type: MerenData EV Supervisor Droid

DEXTERITY 1D

KNOWLEDGE 3D

Intimidation: droids 4D, languages 4D, value: droids 5D

MECHANICAL 1D

PERCEPTION 2D

Command: droids 5D

STRENGTH 1D

TECHNICAL 3D

Computer programming/repair 4D, droid programming 5D, droid repair 4D+1

Equipped With:

- Humanoid body (two arms, two legs, head)
- High frequency binary comlink
- Broad band broadcast antenna/receiver system
- Two visual and audio sensors – Human range
- Vocabulary speech/sound system

Move: 7

Size: 1.8 meters tall

Availability: 2, F

Cost: 11,380

Equipment: Arc welder (6D), datapad

FOURTH DEGREE DROIDS**B1 Series Battle Droid**

Frail in appearance but deadly in intent, Baktoid Combat Automata's battle droid is a metal skeleton with a blaster. Built by the Geonosians to the Trade Federation's specifications, battle droids are designed to resemble Geonosians, or perhaps desiccated Neimoidian corpses. Most intelligent beings regard them as startling, but Neimoidians see battle droids as positively ghoulish.

Battle droids are drones controlled by a remote processor, taking their commands from a Central Control Computer that operates several thousand battle droids, destroyer droids, and droid starfighters simultaneously. A battle droid communicates with its fellow drones via comlinks, transmission antennae, and encryption computers, making for a control signal that is nearly impossible to jam (*Heroic communications* skill roll).



BATTLE DROID

Type: Baktoid Combat Automata B1 Series Battle Droid

DEXTERITY 1D
Blaster: blaster rifle 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

Brawling 3D

TECHNICAL 1D

Equipped With:

- Integrated comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to Strength to resist all damage)
- Vocabulary (the droid can replicate organic speech)

Equipment: Blaster carbine (5D damage, range: 3-30/100/300)

Move: 10

Size: 1.8 meters tall

Availability: 3, X

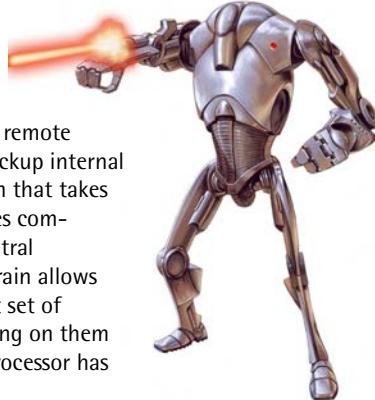
Cost: 1,800 credits



B2 Series Super Battle Droid

The B2 Series Super Battle Droid is a marked improvement in the original B1 Series Battle Droid design. Larger and armored, the Super Battle

Droid relies on a central control computer for guidance, but it doesn't deactivate when it loses contact with the remote processor thanks to a backup internal processor – a droid brain that takes over when the droid loses communication with the central computer. This second brain allows the droid to store its last set of orders and continue acting on them even after the remote processor has shut down.



SUPER BATTLE DROID

Type: Baktoid Combat Automata B2 Series Battle Droid

DEXTERITY 2D

Blaster 3D, blaster: blaster rifle 4D, dodge 3D, melee combat 3D, vehicle blasters 3D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 2D

Brawling 3D

TECHNICAL 1D

Equipped With:

- Mounted blaster rifle (5D damage, range: 3-30/100/300)
- Remote receiver (5,000 km range, with local back-up processor)
- Light armor (+1D to Strength to resist damage)
- Vocabulary (the droid can replicate organic speech)

Move: 10

Size: 1.8 meters tall

Availability: 3, X

Cost: 3,300 credits

Droideka Series Destroyer Droid

Designed and built by the Geonosians of Geonosis and the Collicoids of Colla IV, the Droideka Series destroyer droids reflect the savage ferocity of their makers.

The main propulsion method of destroyer droids is a microrepulsor-assisted wheel mode that allows a destroyer droid to fold itself into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, destroyer droids are considerably more ponderous when unfolded for combat.

Destroyer droids have two heavy repeating blasters that can lay down a devastating barrage. To augment its bronzium armor shell, a destroyer droid also comes equipped with a deflector shield generator. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a mini-reactor.

Destroyer droids can't be played as droid heroes.

DROIDEKA DESTROYER DROID

Type: Droideka Series Destroyer Droid

DEXTERITY 3D

Blaster: heavy repeating blaster 8D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D+2

STRENGTH 3D

Brawling 7D+1

TECHNICAL 1D

Equipped With:

- Two mounted heavy repeating blasters (8D damage, range: 3-75/200/500)
- Body armor (+1D to Strength to resist all damage)
- Defensive shields (+3D to Strength to resist damage)
- Remote processor (500 Km range)

Move: 4 walking, 25 in "wheel mode"

Size: 1.5 meters tall

Availability: 3, X

Cost: 21,000 credits





Dwarf Spider Droid

In the Battle of Geonosis, the Commerce Guild deployed forces of dwarf spider droids. Larger than a standard battle droid and armed with a powerful blaster cannon, the dwarf spider droid gives mobile heavy weapon support to advancing infantry.

The original function of dwarf spider droids was to root out hidden mining operations. The Commerce Guild requires a tribute payment for all commercial operations within its borders; however, small independent operations often dig within Commerce Guild borders and attempt to smuggle the precious ore into a neutral region, avoiding tribute payments. Dwarf spider droids are equipped to descend down rocky crags like those found inside rough-hewn mine shafts, to catch offenders red-handed before they can reach the safety of the Commerce Guild border. Commerce Guild star cruisers also carry compliments of dwarf spider droids for security and tribute enforcement.

Dwarf Spider droids can't be played as droid heroes.

DWARF SPIDER DROID

Type: Commerce Guild Dwarf Spider Droid

DEXTERITY 3D

Blaster artillery: blaster cannon 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Search 3D

STRENGTH 3D+1

Climbing 4D+1

TECHNICAL 1D

Equipped With:

- Blaster cannon (9D)
- Light armor (+2 to Strength to resist damage)
- Comlink
- Digging claws
- Locked access (the droid's shut-down switch is internally located)
- Magnetic feet
- Restraining bolt
- Improved sensor package (+2 to all search skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Self-destruct system

Move: 10, 4 (burrowing)

Size: 1.6 meters tall

Availability: 3, X

Cost: 3,500

Crab Droid

Introduced late in the Clone Wars, the crab droids used by the Confederacy of Independent Systems were designed to function as advanced scouts and trailblazers in harsh environments. Nicknamed "muckrakers" by the clone trooper legions they faced, crab droids were often used on wet, swampy worlds where they could use their powerful vacuum system to clear a path for battle droids to follow.

Crab droids range in size from 2 meters tall for the scout models to 6 meters tall for the assault models. They have metal armor plating on the outside and multiple jointed legs that grant them great stability and flexibility. Though they are well protected from incoming fire, they do have weak spots atop their central bodies that, while difficult to reach, leave vital equipment and computer systems exposed to anyone brave enough to get that close.



CRAB DROID

Type: Confederacy of Independent Systems LM-432 Crab Droid

DEXTERITY 3D

Blasters 4D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 3D

STRENGTH 3D

Climbing/jumping 5D

TECHNICAL 1D

Equipped With:

- Twin blasters (6D damage)
- Water/mud jet sprayer
- Armorplast shielding (+1D to resist damage)
- Six legs (2 tipped with heavy duranium stabilizers, granting +3D to climbing/jumping)

Move: 9

Size: 1.49 meters tall

Availability: 3, X

Cost: 20,000

DRK-1 Probe Droid

Excelling at espionage, probe droids can move about unnoticed, record information, and report to their masters without anyone being the wiser. The DRK-1 probe droid, also known as the Dark Eye, is a stealthy and observant droid developed by Arakyd Industries and used by the Sith apprentice Darth Maul. Like all probe droids, the DRK-1 is designed for passive observation as opposed to more overt espionage, and as such most of its systems are dedicated to sensors and data transmission. However, unlike most other probe droids (which are usually armed only with small blaster pistols), the Dark Eye can create a swath of destruction with its grenade launcher. Though using this feature calls a bit more attention to the droid than most owners would care for, such havoc can often cover the droid's escape, allowing it to slip away and return to its master amid the chaos of a battle.

DARK EYE PROBE DROID

Type: Arakyd Industries DRK-1 "Dark Eye"

Probe Droid

DEXTERITY 3D

Blaster 4D, dodge 5D

KNOWLEDGE 3D

Scholar: Jedi lore 6D, survival 7D

MECHANICAL 1D

PERCEPTION 3D

Hide 7D, search 10D, sneak 6D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Anti-scan shell (scan-absorbing shell provides a +1D+1 bonus to *hide* skill rolls)
- Comlink
- Improved sensor package (+2 bonus to all *search* skill rolls)
- Infrared vision (the droid can see in the dark up to 30 meters)
- Laser cannon (5D damage, range: 3-30/100/300)
- Low light vision (the droid can see twice as far as a human in dim light)
- Motion sensors (+2 bonus to *search* checks against moving targets)
- Recording unit (the droid can record and play back up to 5 minutes of footage)
- Self-destruct system (the droid will self-destruct/explode under predetermined circumstances)
- Sonic sensors (+2 bonus to *search* checks that involve sound)
- Stun blaster (4D stun damage, range: 3-10/30/120)
- Poison dart needler (range 3-10/30/60, see below for other details)
- Telescopic vision (the droid's visual sensors include a long-range capability)
- Mounts. The droid has three appendages that have weapons or equipment attached to them. They generally mount a holoprojector, grenade launcher, and a magazine of 6 frag grenades.

Equipment Notes:

Poison Dart Needler: This needler gun is loaded with darts that contain a paralytic poison. The darts inflict no damage, but if used against an unarmored target (or an unarmored portion of a target, see the rules for called shots, they inject their poison. The target of such an attack must succeed at a Difficult *Strength* check or be paralyzed and unable to move for 1D x 40 minute. The needler gun carries enough darts for ten shots.

Move: 16

Availability: 4, X

Cost: Not available for sale.

Size: 0.2 meters



IG-100 Series Bodyguard Droid

Manufactured by Holowan Mechanics, the first IG-100 Series MagnaGuard droids were custom-built to General Grievous's specifications. Quick and deadly, the MagnaGuards are designed to protect their charge to their own destruction. MagnaGuard droids have thick metal plating covering a wiry endoskeleton and have specially designed arms that are adept at wielding melee weapons.



IG-100 MAGNAGUARD

Type: Holowan Mechanics IG-series bodyguard droid

DEXTERITY 5D

Blaster 7D, brawling parry 6D+2, dodge 7D, melee combat, 9D, melee parry 8D+2, missile weapons 7D

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D

Search 6D, search: tracking 8D, sneak 4D

STRENGTH 4D+2

Brawling 6D, climbing/jumping 6D, lifting 5D+1

TECHNICAL 1D+2

Computer programming/repair 3D, droid programming 3D, droid repair 3D

Equipped With:

- Humanoid body (two arms, two legs, head)
- Body armor (+1D to resist damage)
- Long-range sensor (+2D to *search* for objects 50-750 meters away)
- Motion sensor (+2D to *search* for moving objects up to 400 meters away)

Move: 13

Size: 1.95 meters tall

Availability: 4, X

Cost: 19,000 credits

Equipment: Electrostaff (STR+2D, deflects lightsaber)

T-Series Tactical Droid

Designed for tactical leadership among the droid forces of the Confederacy, T-Series tactical droids from Baktoid Combat Automata are originally deployed along side OOM-Series battle droids. Tactical droids boast advanced combat-analysis software that helps them determine exactly when and where to attack for the greatest effect. Tactical droids serve as combat consultants subordinate to droid commanders, but all too often, the tactical droid's superior knowledge of combat strategies gives it a heightened sense of self-worth, leading T-Series tactical droids to exert their influence over the command structure. Unfortunately, the tactical droid's commands override those of OOM-Series battle droid commanders, causing droid troops to receive conflicting commands. Consequently, Confederacy leaders learn to avoid posting tactical droids among droid forces with OOM-Series battle droids.



T-SERIES TACTICAL DROID

Type: Baktoid Combat Automata T-Series Tactical Droid

DEXTERITY 2D

Blaster 2D+1, vehicle blasters 2D+1

KNOWLEDGE 3D

Tactics 4D+1

MECHANICAL 3D

Capital ship piloting 3D+2, capital ship shields 3D+2

PERCEPTION 3D

Command 3D+1, search 4D+2

STRENGTH 2D

Brawling 2D+1

TECHNICAL 2D

Computer programming/repair 3D+1

Equipped With:

- Humanoid body (two arms, two legs, head)
- Internal comlink

• Synchronized fire circuits (+2D to *command* remotely linked droid)

- Durasteel plating (+2D physical, +1D energy)
- Vocabulary

Move: 10**Size:** 1.8 meters tall**Availability:** 4, X**Cost:** 14,000 credits**Equipment:** Electrobinoculars, blaster carbine (5D, range: 3-20/60/210).

Viper Series Probe Droid

Before the rise of the Empire, probe droids – often referred to as probots – were used primarily to map space lanes, survey planets, and perform search-and-rescue operations. However, such friendly purposes fell by the wayside as the Emperor conquered more and more systems. Probots became tools for rooting out traitors on far-flung worlds. Arakyd Industries manufactures the Empire's favored model, the Arakyd Viper, for this very purpose.

Equipped with an extensive sensor system, the Viper is either deployed directly from the ground or fitted with an optional delivery system that guides the probot from a ship to the designated planet. The delivery system possesses only rudimentary breaking capabilities, so it includes buffers to prevent damage to the droid on impact. These are especially important, since the Imperial Viper's self-destruct system is designed to destroy the droid if it takes significant damage (to prevent it from falling into enemy hands). The sublight delivery system costs an additional 5,000 credits; a hyperspace-capable version sells for 15,000 credits.

■ VIPER SERIES PROBE DROID

Type: Arakyd Viper Probe Droid**DEXTERITY 3D***Blaster 4D***KNOWLEDGE 2D+2***Planetary systems 4D***MECHANICAL 3D***Sensors 6D***PERCEPTION 3D***Search 4D, search: tracking 7D+1***STRENGTH 4D****TECHNICAL 2D+1****Equipped With:**

- Long-range sensor (+1D to search for objects between 200 meters and five kilometers away)
- Movement sensor (+2D to search for moving objects up to 100 meters away)
- Atmosphere sensor – can determine atmosphere class (Type I, Type II, Type III, Type IV) within one half-hour
- Blaster cannon (4D+2)
- Self-destruct mechanism
- Repulsor generator for movement over any terrain
- Several retractable manipulator arms
- Several retractable sensor arms for gathering samples

Move: 14**Size:** 1.6 meters tall**Availability:** 3, X**Cost:** 18,500

FIFTH DEGREE DROIDS

8D Smelter Droid

With all the industries in the galaxy that rely on metals, several mining companies that also smelt their ores became quite successful in their fields. However, the smelting process proved to be extremely hazardous for organic workers who labored inside the blast furnaces. Roche, hoping to step up its presence in the droid market, designed the 8D smelter droid to work in incredibly hot smelting plants in place of more vulnerable organic employees. Much to the delight of the Verpines that run Roche, the 8D was well accepted by the major smelting companies.

The feature of the 8D smelter droid that makes it better at working in higher temperatures than the typical droid is the proprietary ore from which it is made. By molecularly combining high-grade durasteel with kevlex, Roche created a metal with a melting point of over 1,650 degrees Centigrade and used it to create the 8D, which can work in areas that would turn other droids into slag.



■ 8D SMELTER DROID

Type: Roche 8D Smelting Operator**DEXTERITY 1D****KNOWLEDGE 1D****MECHANICAL 2D***Machinery operation 4D***PERCEPTION 2D****STRENGTH 4D***Stamina 6D***TECHNICAL 1D****Equipped With:**

- Humanoid body (two arms, two legs, head)
- Vocabulary
- Heat-resistant durasteel molecular bonded with kevlex chassis (+1D against physical and energy damage, 4,000 degrees resistance)
- Protected photoreceptors (-1D to search plus infrared vision)

Move: 7**Size:** 1.65 meters tall**Availability:** 2, F**Cost:** 7,200

ASP Labor Droid

ASP Series labor droids are common throughout the galaxy. They perform a variety of simple tasks, including maintenance, repair, sanitation, delivery, and simple hard labor. Cheap and effective, they are designed as "entry-level" droids for first-time buyers. Many ASP owners modify the droids heavily instead of actually replacing them.

ASPs are built for strength and sturdiness, not intelligence. Since the main virtue of the ASP is versatility, it's programmed with only the most basic functions-leaving the owner to instruct the droid in its specific duties.



ASP-7 WORKER DROID

Type: Industrial Automaton ASP-7 Droid

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

Search 2D

STRENGTH 1D

Lifting 2D

TECHNICAL 1D

Equipped With:

- Humanoid body (two arms, two legs, head)
- One photoreceptor
- Two auditory receptors

Story Factors:

Basic Programming: basic ASP-7 droids are programmed only for the most menial of tasks. They are often out of place in other settings where more specialized droids would be used, such as starship engineering bays, medical suites and battlefields. They can be upgraded with improved programming and more attachments and equipment at an additional cost.

Restricted Vocabulary: The basic ASP-7 unit can only reply with the words "affirmative" or "negative", despite any question asked or situation encountered.

Move: 6

Size: 1.6 meters tall

Availability: 2, F

Cost: 1,000 credits (stock, new), 300 to 3,000 credits (used/modified)

MSE-6 Repair Droid

The MSE-6, or "mouse droid," is a wheeled droid used for basic tasks such as maintenance of a single mechanical system, message delivery, cleaning, and even testing dangerous areas of a damaged starship or station to make sure it is safe for living creatures (and more expensive droids). The MSE-6 is the result of a long line of small, dedicated, cheap droids used by the Old Republic and other governments. The MSE-6, however, is almost exclusively in use by the Empire, which bought nearly the whole run (at a steep discount). The droids are used for Imperial installations that have high crew requirements, such as Star Destroyers, to cut down on the need for larger droids and Human work crews as much as possible.

MSE-6 UTILITY DROID

Type: Rebaxan Columni MSE-6

General Purpose Droid

DEXTERITY 2D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Electro-photoreceptor
- Auditory sensors
- Hologam
- Treads
- Retractable heavy manipulator (+2D to lifting)
- Retractable fine manipulator (+1D to lifting)
- One skill matrix programmed with one of the following skills:
bureaucracy 3D, sensors 3D, hide 3D, search 3D, armor repair 3D, blaster repair 3D, capital ship repair 3D, capital ship weapon repair 3D, computer programming/repair 3D, droid programming 3D, droid repair 3D, security 3D, starfighter repair 3D

Move: 5

Size: 0.3 meters

Availability: 3, R

Cost: 2,000 credits



DESIGNING, CUSTOMIZING, AND MAINTAINING DROIDS

Droids in the *Star Wars* universe can be built and modified the same as any vehicle or piece of equipment. In most cases however, the internal mechanics of a droid are so complicated that only the most learned and experienced of beings can adequately do the work required.

DROID-RELATED SKILLS

There are three primary skills a character can possess with the express purpose of working on droids. These are *droid programming*, *droid repair*, and the advanced skill; (*A*) *droid engineering*.

Droid Programming: Whenever a character wishes to modify a droid's basic programming, she must make a droid programming roll to accomplish her task. For more information on *droid programming*, refer to the "Attributes & Skills" chapter.

Droid Repair: Characters use this skill to repair or modify droids. See below for more information on *droid repair*, as well as the "Attributes & Skills" chapter.

(A) Droid Engineering: The (*A*) *droid engineering* skill encompasses the various facets of layout, design, and implementation of producing a droid from scratch. (While it is possible for a character to construct a droid using the normal *droid repair* skill, the process is extremely difficult; hence the advantage to using (*A*) *droid engineering*.)

As an advanced skill, (*A*) *droid engineering* requires double the amount of Character Points to advance, as well as a *droid repair* or *droid programming* die code of at least 5D. If a character has 5D in *droid repair* but not *droid programming*, that character may purchase (*A*) *droid engineering* (however the

NOTE TO GAMEMASTERS

It should be stressed that the following material presents *optional* rules for designing and improving droid characters. If you feel the bookkeeping involved takes away from the flavor of your game, modify the rules to suit your campaign.

bonus effects from the advanced skill will only apply to attempts that normally fall under the *droid repair* skill). The same is true of characters that possess *droid programming* and not *droid repair*; the advanced skill can be used in situations where *droid programming* skill rolls would also be allowed.

If both prerequisite skills are at 5D or greater, (*A*) *droid engineering* can be used to both repair and program a droid. Refer to Chapter 3 for more information on advanced skills.

DESIGNING A DROID

Owning a droid can be an interesting challenge for a character. The player has the ability to maintain, upgrade, and, with the gamemaster's assistance, even create a droid. When a character wishes to build a droid, the first thing that must be decided upon is the intended function of the droid. What is the droid's primary purpose, and what will it be used for? Remember that droids are *always* created with a specific purpose in mind, and the skills and components that the unit possesses should reflect that purpose.

Other things to keep in mind are the droid's appearance, how it interacts with other characters, and where the droid will see service. Does the droid appear humanoid? Will it work in a human-compatible surroundings or will it see service in zero-gravity or other such harsh environment? Is the droid a player character? Or will the droid be the tool of various characters? By answering questions like this — subject to gamemaster approval — the new droid will be more interesting in the course of the roleplaying campaign.

Time Taken

Much of the information in this chapter will refer the reader to a difficulty number. Except where noted, these skill checks will require a certain amount of time to complete as well. In addition, certain modifications require more time than others: SkillWare (the programming a droid carries) is easier to modify than TraitWare (the actual physical components that make up a droid). Use the following chart to determine the length of time any particular task will take.

Difficulty	SkillWare	TraitWare
Very Easy	1 hour	2 hours
Easy	2 hours	12 hours
Moderate	5 hours	24 hours
Difficult	24 hours	72 hours
Very Difficult	72 hours	1 week
Heroic	1 week	2 weeks

Gamemaster Note: The above estimates are fairly general; if a character rolls particularly well (or very badly), vary the Time Taken as appropriate.

THE DROID CHASSIS

TraitWare

After deciding upon the droid's intended function, it must be fit into one of the primary five degrees. (For example, a protocol unit would use a third degree chassis, an astromech droid would use a second degree chassis, and so on.)

Once the droid's degree has been determined, the engineer must purchase TraitWare for the droid; this is called "outfitting the chassis." Trait Ware purchased in this fashion (the creation of a new droid type) is considered to be "hardwired" into the droid, and is the basic framework for all droids of this type. Note that TraitWare may be purchased either by full die, or by pips. Current technology limits any attribute to 10D (though it is possible — not recommended, but possible — that the droid character may have attributes with a die code of 0D).

Example: Jeff's character, Dug, wants to build an astromech unit similar to R2-D2. Dug wants his droid — PR6-3 — to have the following attributes: *Knowledge* 2D, *Mechanical* 2D+1, and *Technical* 3D. (All other attributes will have 1D each.)

Jeff cross-references the degree of his droid (in this case, a second degree droid), with the specific attribute he is purchasing. (See "Attributes & Skills".)

According to the TraitWare Cost Chart, edge dice cost 300 credits apiece. Since Jeff wants his droid to have 2D in *Knowledge*, he multiplies the 300 credits by 2 for a total of 600 credits.

Mechanical dice for a second degree droid cost 150 credits; *Mechanical* "pips" for such droids cost 50 credits apiece. Jeff wants PR6-3 to have *Mechanical* 2D+1 so he must multiply the base cost for *Mechanical* dice (150) by 2, for a total of 300 credits; the "+1" costs an additional 50 credits, bringing the total for the droid's *Mechanical* die code to 350 credits.

Technical dice for a second degree droid are also 150 credits apiece. Jeff wants his droid to have a *Technical* die code of 3D; he multiplies the base cost of the die (150 credits) by the number of dice desired (3D) for a total of 450 credits.

Finally, Jeff wants his droid to have 1D in all other attributes. According to the chart, it costs 300 credits for 1D in *Dexterity*, 300 credits for 1D in *Perception*, and 350 credits for 1D in *Strength*. The total cost of these attributes is 950 credits.

NOTE TO GAMEMASTERS

The process of selecting a droid chassis and purchasing SkillWare and TraitWare is a fairly "quick and dirty" system. The prices on the accompanying SkillWare and TraitWare tables reflect the cost of any programming modules as well as physical components of the droid. These are still general guidelines, however; if the gamemaster does not want the characters to construct the droid, it is possible that parts are not available, or are so scarce that the price of constructing the new unit is prohibitive.

TRAITWARE COST CHART - PER DIE

Attribute	First Degree	Second Degree	Third Degree	Fourth Degree	Fifth Degree
Dexterity	300	300	300	150	250
Knowledge	150	300	150	350	400
Mechanical	300	150	325	300	250
Perception	225	300	200	250	350
Strength	350	350	400	200	150
Technical	150	150	325	400	200

TRAITWARE COST CHART - PER PIP

Attribute	First Degree	Second Degree	Third Degree	Fourth Degree	Fifth Degree
Dexterity	100	100	100	50	85
Knowledge	50	100	50	150	135
Mechanical	100	50	110	100	85
Perception	75	100	65	85	150
Strength	150	150	135	65	50
Technical	50	50	110	135	65

TRAITWARE INSTALLATION DIFFICULTIES

Attribute	First Degree	Second Degree	Third Degree	Fourth Degree	Fifth Degree
Dexterity	Heroic	Heroic	Very Difficult	Moderate	Difficult
Knowledge	Difficult	Very Difficult	Moderate	Heroic	Heroic
Mechanical	Very Difficult	Moderate	Difficult	Very Difficult	Very Difficult
Perception	Moderate	Difficult	Moderate	Difficult	Moderate
Strength	Very Difficult	Very Difficult	Heroic	Moderate	Moderate
Technical	Moderate	Moderate	Very Difficult	Very Difficult	Very Difficult

The total cost for Jeff's droid design is fairly steep: 600 credits for *Knowledge* dice, 350 credits for *Mechanical* dice, 150 credits for *Technical* dice, and 950 credits for the remaining attributes, bringing PR6-3's total cost to 2,350 credits!

Because Dug is purchasing this TraitWare for the creation of a completely new droid, Jeff does not have to roll to install it.

Optional Rule: The above rules assume that the character is ordering a chassis from a manufacturer of some type. If the player and gamemaster agree, you may wish to follow the installation rules in "Upgrading TraitWare" to build a droid from scratch. Note that attributes are hardwired to a droid and the installation will take double the "normal" installation time.

Upgrading TraitWare

Once a droid chassis has been created, the hardwired attributes are unchangeable. Through great difficulty an owner may choose to attempt to improve a droid's attributes by purchasing and installing additional TraitWare. TraitWare used in this manner is considered "soft installed" and is therefore subject to erasure during memory wipes.

TraitWare is purchased on datacards that contain TraitWare information. Each card holds enough information to boost the droid's attribute by one pip, and is the same cost as purchasing an additional pip for chassis construction (as shown above). It is necessary to install the datacard using *(A) droid engineering*. If a character attempts to install a TraitWare datacard with *droid repair* (rather than *(A) droid engineering*) the difficulty for the

attempt is increased by two levels. One *(A) droid engineering* roll must be made for each datacard the character is attempting to install onto the droid.

When a character attempts to install information from a datacard, the information is erased from the card as it is transferred to the droid. Once installed, the datacard is useless and should be discarded. If the roll is successful, the pip is added to the attribute. If the roll fails, no pip is added and a new datacard must be purchased to attempt the installation process again. There have been rumors that some technicians have been able to copy the datacard's TraitWare to a computer before installation, insuring that the information will not be lost. However, many manufacturers have incredibly complex copy-protection measures for such datacards, so any would-be droid slicer should be exceedingly cautious about such attempts.

OUTFITTING THE CHASSIS

SkillWare

Once the chassis is designed, the character can now purchase and install SkillWare. These programs are readily available in most portions of the galaxy and (for the most part) are fairly easy to install. SkillWare allows a character – and in some cases the droid itself – to upgrade old systems and install new ones. (In game terms, this means that the droid's skill die codes are increased.)

SkillWare may or may not require the added installation of external hardware to fully utilize the programming. For instance, if a program is installed which the droid does not have the

physical capacity for, only those elements that can function without the hardware will come into play.

Example: Jeni installs the *languages* skill into her R2 unit. Because the R2 unit has no vocabulator, it may only understand many different languages, not speak them. Jeni solves this problem by adding Industrial Automaton's R-series Voice Box Adapter

Use the SkillWare Catalog (found on the next few pages) when purchasing skills for a droid. Find the degree of droid and cross-reference it with the base attribute on the SkillWare Degree Multiplier Chart. Note that SkillWare is not available in pips, only by "D." The total cost of the SkillWare is the base cost from the SkillWare Catalog times the number found on the multiplier chart.

At the time of creation, a droid chassis is able to accept 4D worth of SkillWare for a specific skill.

Note: Current technology limits a droid's skills to a maximum of die code of 13D.

SkillWare Catalog

DEXTERITY SKILLWARE

Skill	Availability	Cost (per D)
Archaic guns	4, R	300
Blaster	3, R	225
Blaster artillery	3, X	250
Bowcaster	4, X	400
Bows	4, X	250
Brawling parry	2, F	200
Dodge	1	150
Firearms	4, X	300
Grenade	4, X	250
Lightsaber	4, X	550
Melee combat	3, R	225
Melee parry	3, R	175
Missile weapons	3, R	250
Pick pocket	3, X	400
Running	2	75
Thrown weapons	4, R	275
Vehicle blasters	3, R	250

KNOWLEDGE SKILLWARE

Skill	Availability	Cost (per D)
Alien species	2	75
Bureaucracy	1	100
Business	1	75
Cultures	2	200
Intimidation	3, F	300
Languages	1	75
Law enforcement	2	250
Planetary systems	1	75
Streetwise	3	350
Survival	2	200
Value	1	175
Willpower	4	300

MECHANICAL SKILLWARE

Skill	Availability	Cost (per D)
Archaic starship piloting	4	250
Astrogation	2	200
Beast riding	3	300
Capital ship gunnery	3, R	350
Capital ship piloting	2, F	150
Capital ship shields	2	200
Communications	2	75
Ground vehicle operation	2	75
Hover vehicle operation	2	100
Powersuit operation	4	200
Repulsorlift operation	2	100
Sensors	2	75
Space transports	2	150
Starfighter piloting	2, F	200
Starship gunnery	2, R	350
Starship shields	2, F	200
Swoop operation	3	250
Walker operation	4	175

PERCEPTION SKILLWARE

Skill	Availability	Cost (per D)
Bargain	2	150
Command	3, F	300
Con	3, R	300
Forgery	4, X	300
Gambling	2, F	150
Hide	3	175
Investigation	2	100
Persuasion	3	125
Search	2	150
Sneak	3	200



STRENGTH SKILLWARE

Skill	Availability	Cost (per D)
Brawling	3, R	250
Climbing/jumping	3	75
Lifting	2	50
Stamina	3	150
Swimming	2	200

TECHNICAL SKILLWARE

Skill	Availability	Cost (per D)
Armor repair	3	175
Blaster repair	2	150
Capital ship repair	2	100
Capital ship weapon repair	2, F	125
Computer prog/repair	2	50
Demolitions	3, R	250
Droid programming	2	75
Droid repair	2	125
First aid	2, F	200
Ground vehicle repair	2	100
Hover vehicle repair	2	125
(A) Medicine	2, F	250
Repulsorlift repair	2	150
Security	3, F	250
Space transports repair	2	150
Starfighter repair	2	150
Starship weapon repair	3, F	175
Walker repair	3	175

Installation

Once the price is decided upon, the character constructing/upgrading the droid makes a *droid programming* roll to install the SkillWare. Use the Time Taken chart and the information from the SkillWare Installation Difficulties chart to install.

Example: Dug wants to install the *sensors* SkillWare onto his PR6 unit. The droid is an astromech (a second degree droid) and *sensors* is a *Mechanical* skill. The sensors SkillWare is listed at 75 credits per D in the SkillWare Catalog. PR6 has a ×1.5 multiplier for *Mechanical* skills, so sensors costs 113 credits per die ($75 \times 1.5 = 112.5$, rounded up to 113 credits). Dug purchases 2D worth of sensors to bring PR6's sensors skill to 4D+1; a total cost of 226 credits.

Like TraitWare, SkillWare datacards are erased after installation. If the *droid programming* roll is failed, the information on the datacard is lost and a new datacard must be purchased.

Example: When Dug attempts to install 2D *sensors* SkillWare on his astromech, he rolls his *droid programming* skill twice (one roll per D) against an Easy difficulty. (Installing a *Mechanical* skill on a second degree droid is an Easy task.) Dug's first roll is a "7," allowing 1D of *sensors* to be installed. His second roll isn't as good; he gets a "1" on his Wild Die, ending up with a total of "4." The second D of *sensors* doesn't install properly and Dug must purchase another D to attempt to install it again.

Upgrading SkillWare

Droids, during the course of a gaming session, are given Character Points by the gamemaster in much the same way an organic player character is. A droid can improve its own skills through the use of Character Points provided the following criteria are met:

The droid must have at least 1D of SkillWare installed over the governing attribute. For example, a droid with *Dexterity* 3D and *blaster* 4D can improve its *blaster* skill with Character Points. If the droid has *Knowledge* 2D and has added no skill dice to *cultures*, 1D of *cultures* must be purchased and installed before the droid is allowed to improve the skill using Character Points.

Example: After a time, PR6 has gained several Character Points and wants to improve its SkillWare. Its *sensors* skill is currently at 4D+1, 2D over the *Mechanical* attribute. PR6 is able to spend Character Points normally, increasing its *sensors* skill to 5D+1.

However, PR6-3 has not added any dice to *blaster*, the droid cannot spend Character Points to upgrade its *blaster* die code. Instead, 1D of *blaster* SkillWare must be purchased and installed, after which PR6-3 may spend Character Points towards skill improvement.

EQUIPMENT

AND ATTACHMENTS

Once the droid has had SkillWare installed, it is often necessary to purchase and install equipment and attachments. The items that follow allow a droid to better perform its primary function, (and some less-than-primary functions).

Equipment

Many droids, like organic creatures, have the ability to pick up and use any piece of equipment they encounter (though they will not necessarily have the programming to use the equipment effectively). Most droids come with standard equipment to facilitate their primary programming. Equipment can be purchased for a droid in the same manner that it can be purchased for a character.

If the droid has any manipulator limbs (hands, graspers, and so forth), the droid may simply pick up and use most types of equipment, provided the droid has the necessary programming. There are times, however, when the droid's owner will wish to make a piece of equipment an integrated part of the droid. When attempting to install a piece of equipment, purchase it as you would for any other character. The price of the equipment is increased by 25% for "droid-ready" equipment (equipment that has been constructed with droid installation in mind).

Characters may install the equipment using *droid repair*. The difficulty for installation is based on the availability of the equipment that is to be installed.

If the equipment availability contains two codes (i.e., 3,X), two *droid repair* rolls must be made to install the equipment. If the character attempting to install the equipment rolls a "1" result on the Wild Die, the installation attempt fails catastrophically, destroying the equipment. Any subsequent attempts are one difficulty level higher, and these penalties are cumulative.

SKILLWARE DEGREE MULTIPLIERS

Attribute	First Degree	Second Degree	Third Degree	Fourth Degree	Fifth Degree
Dexterity	x2.5	x3	x3	x1	x2
Knowledge	x1.5	x2.5	x1	x3	x3
Mechanical	x3	x1.5	x2.5	x2.5	x1.5
Perception	x2	x2	x1.5	x2	x3
Strength	x3	x3	x3	x1.5	x1
Technical	x1	x1	x2	x3	x2.5

SKILLWARE INSTALLATION DIFFICULTIES

Attribute	First Degree	Second Degree	Third Degree	Fourth Degree	Fifth Degree
Dexterity	Very Difficult	Very Difficult	Difficult	Easy	Moderate
Knowledge	Moderate	Difficult	Easy	Very Difficult	Very Difficult
Mechanical	Difficult	Easy	Moderate	Difficult	Difficult
Perception	Easy	Moderate	Easy	Moderate	Easy
Strength	Difficult	Difficult	Very Difficult	Easy	Easy
Technical	Easy	Easy	Difficult	Difficult	Moderate

Equipment installed: The piece of equipment is installed and functions normally.

Installation attempt fails: The installation failed, but may be attempted again, though subsequent attempts are increased one difficulty level; penalties are cumulative.

Equipment takes 2D damage: Roll 2D damage against the equipment's Strength rating. (Normally standard character-scale equipment has Strength of 2D to resist such damage.)

Equipment destroyed: The character botched the installation attempt and the equipment is damaged beyond repair. If this result is obtained after a character rolls a "1" on the Wild Die, the failure is doubly catastrophic; a short circuit or other malfunction inflicts 4D damage on the droid as well.

Availability	Base Difficulty
1	Easy
2	Moderate
3	Difficult
4	Very Difficult
F	Difficult
R	Very Difficult
X	Heroic

Skill roll versus Difficulty

Skill roll ≥ Difficulty	Result
Skill roll < Difficulty	Equipment installed
Skill roll+10 < Difficulty	Installation attempt fails
Skill roll ×2 < Difficulty	Equipment takes 2D damage

Database Die Code	Base Difficulty
+1D	Very Easy
+2D	Easy
+3D	Moderate
+4D	Difficult
+5D	Very Difficult

Optional Installation Guidelines: If greater detail is desired, the gamemaster can use the above difficulty guidelines to determine the success or failure of attempt to install new equipment on a droid.

Attachments

When a piece of equipment is modified or comes with resident SkillWare (giving the droid a bonus to a skill roll), it is considered an *attachment*. Essentially, equipment is considered to be an attachment if it meets any of the following qualifications:

- The equipment has resident SkillWare (i.e. it boosts a droid's skill).
- The equipment provides a special ability or function (such as giving the droid a Move rating or a special skill of some sort).

Most attachments are simply improved or modified equipment, however some attachments are specialized and have classifications to themselves. These are described below.

Databases

Databases give droids bonus dice to Knowledge and Technical skills. Like SkillWare, databases are purchased by 1D at a time and must be installed. Unlike SkillWare, the price per die of a database is constant for all degree of droids. Once a database is installed, it cannot be modified. A droid's behavioral circuitry matrix allows for one database at a time. Attempting to install a second database of any type will cause a programming conflict and void the effects of both.

Database Die Code	Base Difficulty
+1D	Very Easy
+2D	Easy
+3D	Moderate
+4D	Difficult
+5D	Very Difficult

Only Knowledge and Technical skills may be given bonuses in this fashion; however, since databases are attachments, they do not have a "degree multiplier" to the price. (In effect, attachments are less expensive than upgrading SkillWare and TraitWare.)

Databases may boost a droid's skill from +1D to +5D. The cost of the database is the base price for the SkillWare per D, as found in the SkillWare catalog. Installing the database requires a single droid programming roll, using the following difficulties.

Example: Dug decides to install a *Knowledge: planetary systems* database to his second degree droid, PR6-3. The database he chooses will give PR6 +2D to all *planetary systems* rolls. The SkillWare for *planetary systems* costs 75 credits per die. Because this is an attachment, there is no degree multiplier for the price. So the database total is 150 credits. Dug must now install the database. Because Dug is installing a +2D database, the difficulty for his *droid programming* roll is Easy.

Locomotion

Most droids move under their own power. A variety of locomotive attachments are available to provide a droid with a higher Move rating (wheels, legs, treads, and repulsorlifts, for example). Each come in a variety of models and Move ratings. Legs and wheels are the most common, largely because they are relatively inexpensive.

- **Wheels:** Wheels are less-expensive attachments than legs simply because they have a more difficult time moving over terrain. Any motion that requires a movement roll is one difficulty level higher; Moderate terrain becomes Difficult, Difficult terrain becomes Very Difficult, and so forth.)
- **Legs:** Droid legs react to terrain difficulties in the same way any organic's legs would.
- **Treads:** Treads make movement over terrain easier (terrain difficulties are decreased by one level).
- **Repulsorlifts:** Droids equipped with repulsorlifts have no difficulty over any terrain, though they may need to make movement rolls to maneuver around objects.

LOCOMOTIVE TYPE

Move	Wheels	Legs	Treads	Repulsorlift(s)
1	50	100	150	200
2	100	200	300	400
3	150	300	450	600
4	200	400	600	800
5	250	500	750	1,000
6	300	600	900	1,200
7	350	700	1,050	1,400
8	400	800	1,300	1,600
9	450	900	1,450	1,800
10	500	1,000	1,600	2,000
11	550	1,100	1,750	2,200
12	600	1,200	1,900	2,400
13	650	1,300	2,150	2,600
14	700	1,400	2,300	2,800
15	750	1,500	2,450	3,000

Many droid designers use a combination of systems to give the droid a larger range of movement. In these cases, the droid will usually have two move ratings. If there are two types of locomotion on a droid (such as a typical R2 unit, for example), and the Move ratings are identical, only one Move will be given.

The installation difficulty for locomotion depends solely on the mode purchased. Wheels are Easy to install, legs are Moderate, treads are Difficult, and repulsorlifts are Very Difficult.

Note: Gamemasters may wish to allow their players bonuses for having multiple locomotive attachments. For example, multiple legs may provide the droid with a Move bonus.

Use the table to the lower left to determine the base cost of a particular locomotive attachment; all prices are given in standard credits.

Example: Dug decides that PR6 should have wheels as its primary mode of locomotion. He spends 350 credits to give PR6 a Move of 7. Because PR6 doesn't have a very high *Dexterity*, Dug doesn't want the droid to have difficulty moving across rough terrain, so he also purchases a repulsorlift with a Move of 3 for 600 credits. The droid will have an easier time traveling over rougher terrain, though at a slower speed. PR6's Move rating is 7 (wheels); 3 (repulsorlift).

Sensors

Sensors are detection devices that can absorb outside stimuli and feed the data to a droid's main processor for interpretation. The term "sensors" encompasses standard photoreceptors (or droid "eyes") and auditory sensors ("ears") to long range movement and combat sensors. Most droids are equipped with sensors of some kind, visual and auditory being the most common. Generally these sensors can detect stimuli within normal human range, though many droids have upgraded sensing apparatus.

Other sensors will add dice to a droid's *search* skill for specified target (such as moving targets, organic targets, and so on). When purchasing and installing sensors, the character must take into account how the specific sensor will aid the droid in performing its duties. A protocol droid has little use for combat motion sensors, though a guard droid or scouting droid may find such sensitivity necessary. Ocular, olfactory, and audio sensors with a standard human range may be purchased for approximately 100 credits.

Enhanced sensors increase the cost of the attachment. General purpose sensors, or sensors that track five or more types of targets are considerably more expensive than standard sensing apparatus. Multiply the base cost of such equipment by 10; It is usually a better (and cheaper) idea to install secondary or tertiary sensors systems.

A sensor's price is based on the amount of dice it adds to the droid's *search* skill. In addition, the number of target types available to the sensing apparatus increases the price. For example, a sensor that can only detect one type of target (such as a moving target, or a heat source) has no effect on the sensor's base price. A sensor that can track two target profiles doubles the unit's cost. Three or more target profiles triples the base cost, and so on. Use the chart on the next page to determine the cost of the sensor to be installed:



SENSOR BASE COSTS

Sensor increases search skill by:	Cost
+1D	150
+2D	300
+3D	450
+4D	600
+5D	750

SENSOR COST MODIFIERS

# of Target Types Available	Cost is increased by:
1	-
2	x2
3	x3
4	x4
5	x5
6	x6

Note: Droid sensors cannot track more than six kinds of targets.

Example: Dug chooses to purchase a sensor package that adds +2D to PR6's *search* when looking for objects at a distance (25 to 50 meters away), and sources of heat. He multiplies the cost of the 2D (300 credits) with the number of targets (in this case two), to arrive at a final cost of 600 credits.

Not all sensors enhance the droid's *search* skill. There are some motion sensors which provide a bonus to other skills such as *blaster*, *dodge*, and so on. "Search" sensors are by far the most common however, and providing an extensive list of sensors a droid will possess is far beyond the range of this system. Gamemasters can decide on pricing and availability for other types of sensors that a character may wish to install on a droid.

DROID EQUIPMENT AND ATTACHMENTS

The following is a listing of optional attachments and additional equipment plausibly available for upgrade. Note that this is entirely subject to Gamemaster discretion. This is not meant to be a cumulative list, nor a controlling rule. Rather it is meant to give the droid creature guidelines as to the types of upgrades and attachments available.

ARMOR

CHRYSTADURIUM PLATING

Model: Techno Union Chrystadurium Armor

Type: Droid armor plating

Scale: Character

Cost: 50,000

Availability: 3, R

Game Notes: +1D physical, +3D energy, -1D+2 to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

DURANIUM BATTLE ARMOR

Model: Arakyd Industries Heavy Duranium Armor

Type: Heavy armor plating upgrade

Cost: 10,000

Availability: 4, X

Game Notes: Adds +2D+2 physical and +1D+2 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D+2 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

DURANIUM PLATING

Model: Baktoid Combat Automata Duranium D-65 package

Type: Medium armor plating upgrade

Cost: 6,400

Availability: 3, X

Game Notes: Adds +2D+1 physical and +1D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

DURASTEEL BATTLE ARMOR

Model: Colicoid Creation Nest Battlesteel c-16

Type: Medium armor plating upgrade

Cost: 9,600

Availability: 3, X

Game Notes: Adds +2D+1 physical and +1D+1 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

DURASTEEL PLATING

Model: Baktoid Combat Automata Durasteel P-53 package

Type: Light armor plating upgrade

Cost: 3,600

Availability: 2, R

Game Notes: Adds +2D physical and +1D+1 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

DURASTEEL SHELL ARMOR

Model: Baktoid Combat Automata Durasteel D-21 package

Type: Light armor plating upgrade

Cost: 1,600

Availability: 2, R

Game Notes: Adds +1D+1 physical and +2 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -2 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

DURAVLEX SHELL

Model: Roche Durasteel-Kevlex Alloy Armor

Type: Droid armor plating

Scale: Character

Cost: 1,000

Availability: 2

Game Notes: +1D physical and energy, +3D against fire and extreme heat, -1D to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

■ LAMINANIUM PLATING

Model: Tendandro Arms Laminanium Armor

Type: Droid armor plating

Scale: Character

Cost: 3,000

Availability: 2, R

Game Notes: +1D physical and energy, +2D against corrosive acids and similar environmental hazards, -1D to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

■ LAMINANIUM HEAVY PLATING

Model: Tendandro Arms Laminanium Armor

Type: Droid armor plating

Scale: Character

Cost: 20,000

Availability: 3, R

Game Notes: +3D physical and energy, +4D against corrosive acids and similar environmental hazards, -1D+2 to *Dexterity* and related skills. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed.

■ MANDALORIAN SHELL ARMOR

Model: Custom Mandalorian shell plating

Type: Heavy armor plating upgrade

Cost: 8,100

Availability: 4, X

Game Notes: Adds +2D+2 physical and +1D+1 energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D+1 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

■ NEUTRONIUM PLATING ARMOR

Model: Custom Heavy Neutronium Armor Coating

Type: Heavy armor plating upgrade

Cost: 12,100

Availability: 4, X

Game Notes: Adds +3D physical and +2D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -2D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.



■ PLASTEEL SHELL ARMOR

Model: Baktoid Combat Automata Plast 3c

Type: Light armor plating upgrade

Cost: 400

Availability: 2, F

Game Notes: Adds +1D physical and +1 energy. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

■ QUADANIUM BATTLE ARMOR

Model: Colicoid Creation Nest Battlesteel c-16

Type: Medium armor plating upgrade

Cost: 4,900

Availability: 3, X

Game Notes: Adds +2D+1 physical and +1D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D+1 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

■ QUADANIUM PLATING ARMOR

Model: Baktoid Combat Automata Quad 7a

Type: Light armor plating upgrade

Cost: 2,500

Availability: 2, R

Game Notes: Adds +2D physical and +1D energy protection. If the armor is added as an aftermarket upgrade the droid incurs a -1D to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

■ QUADANIUM SHELL ARMOR

Model: Baktoid Combat Automata Quad 7a

Type: Light armor plating upgrade

Cost: 900

Availability: 2, F

Game Notes: Adds +1D physical and +2 energy. If the armor is added as an aftermarket upgrade the droid incurs a -1 to *Dexterity*. Droid armor is installed and integrated into the droid's chassis, and thus cannot be easily donned or removed before or after battle.

COMMUNICATIONS & SENSORS

■ ANTITHEFT COMLINK LOCATOR

Type: Traceable distress signaler

Cost: 100

Availability: 1

Game Notes: A droid equipped with an antitheft comlink locator can send a distress signal to its master's comlink with no apparent activity by the droid. The distress signal broadcasts no information, but it can be tracked. The signal continues to broadcast if the droid is deactivated, but it shuts down if the droid is destroyed.

■ ASTROMECH VOICE BOX

Model: Industrial Automaton R-Series Voice Box Adaptor

Type: Astromech verbal attachment

Cost: 250

Game Notes: Allows an R-series droid to speak a specific language (language programs run from 25 to 100 credits), with adjustable pitch, intonation and accent. Installation requires a Moderate droid repair rolls and takes 15 minutes. Removal requires an Easy droid repair roll and 15 minutes; failure causes 3D stun damage to the droid and randomly eliminates one skill.

■ AUDIO ENHANCERS

Type: Aural boosters

Scale: Character

Skill: Perception

Cost: 2,000

Availability: 1

Game Notes: Audio enhancers increase the sensitivity of a droid's aural sensors, enabling it to pick up sounds not normally perceived by standard sensors. When eavesdropping or listening for distant and ambient sounds, a droid equipped with audio enhancers can reroll *Perception* checks, taking the better of the two results. All other *Perception* modifiers still apply.

■ COMMUNICATIONS COUNTERMEASURE SYSTEM

Type: Anti-jamming device
Scale: Character
Skill: Communications
Cost: 1,000
Availability: 3, R

Game Notes: A communications countermeasure system prevents jamming of a droid's communications. The system broadcasts signals on multiple frequencies to counteract interference, granting the droid a +2D *communications* bonus to overcome communications jamming.

■ COMMUNICATIONS JAMMER

Type: Communications jamming device
Scale: Character
Skill: Communications
Cost: 5,000
Availability: 3, X

Game Notes: The signal jammer emits signals at multiple frequencies to interfere with any comlink signals within a 1-kilometer radius of the droid. The droid must make Very Difficult *communications* roll to successfully jam any incoming or outgoing comlink signals. The device also grants the droid a +2D *computer programming/repair* bonus to slice into a computer system and shut it down. The droid also gets the +2D bonus to maintain that status if any slicers attempt to stop the jamming.

■ INTERFERENCE GENERATOR

Type: Droid eavesdropping deterrent
Cost: 2,500 (deluxe version: 6,000)
Availability: 2, R

Game Notes: A droid with an interference generator emits a 3-meter wide bubble of low-frequency sound that interferes with any listening equipment such as bugs, microphones, or other audio recording devices. The deluxe version also interferes with video and holographic recording devices. Anyone eavesdropping or reviewing recordings of targets protected by an interference generator must make a Heroic search or *communications* roll to pick up even scattered words and phrases.

■ INTERNAL COMLINK

Model: Fabritech "VoxLink" Internal Comlink
Type: Basic droid internal comlink
Scale: Character
Skill: Communications
Cost: 100
Availability: 2

Game Notes: The VoxLink has a broadcast and reception range of 50 kilometers in clear weather. It can monitor up to 10 frequencies simultaneously.

■ SCOMP-LINK

Model: Cybot Galactica Nexus Scomp-link
Type: Computer interface
Scale: Character
Skill: Computer programming/repair
Cost: 800
Availability: 2
Game Notes: The scomp-link allows information transfer from a droid to virtually any type of data-storage device (such as a computer, dataplaque or datapad). In addition, the scomplink allows a droid to search computer networks for information (adding +1D to *computer programming/repair* rolls).

■ SENSOR BOOSTER

Type: Sensor range booster
Skill: Sensors
Cost: 200
Availability: 1

Game Notes: A sensor booster is a droid enhancement that extends the range of its sensors to a maximum of 2 kilometers, if the droid has a sensor pack installed.

■ SENSOR COUNTERMEASURE PACKAGE

Type: Droid sensor mask
Scale: Character
Skill: Sensors
Cost: 1,000
Availability: 3, F or X

Game Notes: A sensor countermeasure package broadcasts signals that interfere with incoming sensor signals. It allows a droid to make an opposed *sensors* roll to avoid detection from scanners.

■ SPACE-BEACON LAUNCHER

Type: Space beacon deployment mechanism
Cost: 5,000 (beacons 300)
Availability: 2

Game Notes: Space beacons are 25-cm long broadcast devices used to mark specific locations or to help navigate through hazardous areas of space. A beacon's signal can be picked up throughout an entire star system with an Easy *sensors* roll. The space beacon launcher enables a droid to quickly position space beacons while in flight. The system can carry 12 beacons. Additional storage can be added, increasing the cost of the launcher by 10% for each additional beacon (up to a maximum of 24 beacons).

■ WEAPON DETECTOR

Type: On-board weapon detection scanner
Skill: Search
Cost: 1,500
Availability: 2
Game Notes: Adds +2D to any *search* roll to detect tell-tale high-frequency, energy and chemical signatures of weapons/explosives.

■ YV SENSOR PACKAGE

Model: Tendrando Arms YV Sensor Package
Type: Yuuzhan Vong detecting sensor
Scale: Character
Skill: Sensors
Cost: 1,000
Availability: 3
Game Notes: Grants a +5D *sensors* bonus against a Yuuzhan Vong's *sneak* or *con:disguise* to detect within a 20-meter radius, even if utilizing an ooglioth masquer.

LOCOMOTION

■ CLIMBING CLAWS

Model: Aro droid climbing claws
Type: Droid friction-coated hands
Skill: Climbing/jumping
Cost: 200
Availability: 2
Game Notes: Adds +1D to all *climbing* rolls.

■ DIGGING CLAWS

Type: Droid digging claws
Skill: Strength:digging
Cost: 500
Availability: 2
Game Notes: A droid with digging claws gains a burrow speed equal to one-half its Move (rounded down). It can move at full burrow speed through solid stone and half this rate through transparisteel.

■ GYROSCOPIC STABILIZERS

Type: Droid stabilizers

Cost: Move × 100

Availability: 2

Game Notes: Droid stabilizing packages are series of gyros and hydraulics that provide greater stability to the droid. They provide a +2D bonus to *Dexterity* when making any roll to resist being knocked or falling prone.

■ JUMP SERVOS

Model: Arakyd Industries servo upgrade

Type: Enhanced locomotion system

Skill: *Climbing/jumping*

Cost: 550

Availability: 2

Game Notes: Adds +1D+2 to all *jumping* rolls.

Locked Access

Model: Kalibac Industries Secure Shut Down

Type: Protected droid deactivation system

Cost: 50

Availability: 1

Game Notes: Locked access circuits prevent the droids shut-down switch from being accessed by just anyone. The locked access systems move the activation and deactivation switches to inside the droid's chassis. Thus, one must disable or subdue hostile droids before shutting them down.

■ MAGNETIC FEET

Model: Cybot Galactica a-550 Magnas

Type: Magnetic locomotion appendages

Cost: 185

Availability: 1

Game Notes: Allows droids to move normally across unstable or slanted metallic surfaces, like a ship's exterior. Only droids with wheel, legs, or tread locomotion systems may be fitted with this kind of appendage.

■ MAGNETIC HANDS

Type: Magnetic droid appendage

Cost: 100

Availability: 2

Game Notes: When used in conjunction with magnetic feet, magnetic hands provide a +1D bonus to any *climbing/jumping* roll when scaling portions of a starship's hull. Also, the combination of magnetic hands and feet adds +5 to the difficulty of any attempt to knock the droid off a ship's hull.

■ UNDERWATER DRIVE

Type: Droid aquatic propulsion

Scale: Character

Skill: *Strength: swimming*

Cost: Desired underwater move speed × 215

Availability: 3

Game Notes: The underwater drive allows a droid to move easily underwater. The cost is dependent on the speed of the drive purchased, the cost is 215 times the movement speed when swimming. For example, a drive with a speed of 5 would cost 1075 credits. Models are only available in a Move between 1 and 15.

NAVIGATION

■ ASTROGATION BUFFER

Model: Cybot Galactica "Lifeline" Astrogation Buffer

Type: Nav data backup system

Scale: Character

Skill: *Computer programming/repair*

Cost: 1,300

Availability: 2, F

Game Notes: An astrogation buffer can store one set of nav coordinates indefinitely; note that any attempts to load more than one set of coordinates into the buffer will fail, the newest data overwriting the older information. A scomp-link (and a Moderate *computer programming/repair roll*) allows this data to be downloaded into a nav computer, after which the information is deleted.

■ AUTOMAP

Type: Terrain scanner

Skill: *Search*

Cost: 1,000

Availability: 1

Game Notes: An automap system actively scans the area within a 20-meter radius of a droid in which it is installed, granting a +2D *search* bonus. The scan reveals terrain, atmospheric conditions, electromagnetic signatures, and lifeforms. However, an automap scan cannot penetrate solid objects such as walls and closed doors. The scan also includes navigational information, such as the droid's direction and speed when readings were taken as well as global coordinates if the droid can establish a link to an orbiting satellite or starship.

■ INTERNAL REFERENCE SYSTEM

Model: SoroSuub "AutoTracker" Droid GPS Module

Type: Global positioning system

Scale: Character

Cost: 4,000 credits

Skill: *Computer programming/repair*

Availability: 2

Game Notes: It is virtually impossible for a character using an Internal Reference System to get lost. As long as the device is linked to an orbiting source of data (such as a ship's sensors or a weather satellite) the device relays accurate data regarding the user's location, local weather conditions, other moving objects and navigational hazards. The link requires a Moderate *computer programming/repair roll* once per hour to maintain. The droid using the automap link can automatically display this information on a datapad (with a scomp-link) or project it on any on-board imaging systems it possesses.

TOOLS

■ CARGO WINCH

Model: Utilitech AR5G Cargo Winch

Type: Small cargo-lifting device

Scale: Character

Skill: *Lifting*

Cost: 400 (for basic unit), 800 (for heavy lifting winch)

Availability: 2

Game Notes: A cargo winch typically comes equipped with 50 meters of durasteel cable, and is capable of supporting 80 kilograms (though the droid must anchor itself; factors such as unstable or uneven ground can increase the *lifting* difficulty by one level). A heavy cargo winch is also available; it performs much like a standard winch but gives the droid +1D to *lifting* attempts.

■ CIRCULAR SAW

Model: Industrial Automaton Type 10 Cutting Saw

Type: Circular saw

Scale: Character

Skill: Any appropriate repair skill; use *melee combat: circular saw* in combat

Cost: 500 (for external model), 1,200 (for retractable internal model; droid must be a minimum of 0.3 meters long/tall)

Availability: 2

Game Notes: The type 10 cutting saw does 4D damage and has a range of 0.3 meters. It can be used in combat, though the device's limited range and damage make it an impractical weapon at best.

FINE WORK GRASPER ARM

Model: Varies widely
Type: Droid appendage
Scale: Character
Skill: Lifting
Cost: 350 credits
Availability: 2

Game Notes: Fine work grasper arms are retractable, folding into a small compartment in the droid's chassis. The arm extends up to 0.5 meters and has servo-boosted mechanisms in the joints and "fingers" (which allow the droid to type or manipulate small objects). There are a number of types available, some tipped with claws or pincers, others with three- or five-fingered "hands."

HEAVY GRASPER ARM

Model: Varies widely
Type: Droid appendage
Scale: Character
Skill: Lifting
Cost: 550 credits
Availability: 2

Game Notes: Heavy grasper arms are retractable, folding into a small compartment in the droid's chassis. The arm extends up to 0.5 meters and has servo-boosted mechanisms in the joints and "fingers" (which allow the droid to type or manipulate small objects and add +2D to lifting attempts). There are a number of types available, some tipped with claws or pincers, others with three- or five-fingered "hands."

INTERNAL GRAPPLING GUN

Type: Magnetic grappling hook thrower
Scale: Character
Skill: Missile weapons
Cost: 200
Availability: 2
Range: 2-15/35/100

Game Notes: The internal grapping gun allows a droid to fire a magnetic grappling hook with 15 meters of ultra-thin cord. An external magazine allows the droid to carry an additional 100 meters of cord. The cord can be detached from the droid as a free action.

MULTI-FUNCTION APPARATUS

Type: Multiple tool droid appendage
Cost: 80
Availability: 1
Game Notes: This appendage can incorporate up to 3 tools or weapons. Only one can be used at a time, but switching between them is a free action.

QUICK-RELEASE COUPLING

Type: Detachable appendage-tool interface
Cost: 50 (appendage), 10 (for each tool)
Availability: 1
Game Notes: By installing a quick-release coupling to both a droid's appendage and to any tools it may use, the droid or its owner can easily and quickly replace installed tools. Attaching a specialized tool and detaching a tool each count as an action, but require no rolls.

WELDING LASER

Model: Drever Corporation HL Automata-Assisted Welding Laser
Type: Welding tool
Scale: Character
Skill: Any appropriate repair skill; use blaster: welding laser in combat
Cost: 1,200 credits
Availability: 2
Game Notes: The HL welding laser is a small, versatile tool designed for ship-based repair efforts. The laser is small (5 cm long), attached to an external blaster power cell that can be strapped to a droid. The laser has a short range (3 centimeters) but is extreme-

ly powerful (5D+2 damage); the welding beam lasts for 10 rounds. If there is no power cell available, the laser can be powered for short periods of time by the droid's own energy source; such a hook-up requires 1D rounds and a Moderate *droid repair* roll. The beam will last for 5 rounds if powered by the droid. If the droid attempts to run the beam for longer periods of time, it must make a Moderate *stamina* or *Strength* roll (whichever is higher); if the droid fails the roll, it takes 2D damage each round until the beam is deactivated. (Regardless, the beam will only last for a maximum of 10 rounds.)

DEFENSIVE ACCESSORIES

WEAPONS

BLASTER RECHARGE INTERFACE

Type: Power pack coupler
Scale: Character
Cost: 300
Availability: 1, F
Game Notes: This hand accessory enables a droid to recharge a standard blaster pack. The droid can plug in and transfer energy to the power pack in three rounds. Recharging a power pack drains energy from the droid, depleting it in 1 to 10 recharges, depending on the droid model.

CONCEALED VIBROBLADE

Model: Varies widely
Type: Concealed melee weapon
Scale: Character
Skill: Melee combat, melee parry
Cost: 500 credits (basic version), 800 credits (sensor-resistant)
Availability: 2, X
Difficulty: Moderate
Damage: Strength+3D (Max: 6D+2)
Game Notes: A concealed vibroblade is typically housed in the wrist or finger on humanoid droids. The basic version is not undetectable (an Easy sensors roll reveals the weapon), though a more-expensive, sensor-masked version is available (requires a Difficult sensors roll to detect the weapon).

DROID SHIELDS

Type: Protective shield upgrade
Cost: See chart below *
Availability: 3, X
Game Notes: Once a droid has taken damage level of *Damaged* (the droid equivalent of *Wounded*) or greater, the energy shield are blown. The shield may be activated again with a moderate *droid programming* roll.

* The *Strength* bonus to resist physical and energy damage determines the cost of the shield.

Bonus	Cost
+2	2,500
1D+2	5,000
2D+1	7,500
3D	10,000

ELECTRIC DEFENSE GRID

Type: Exterior droid defense mechanism
Scale: Character
Cost: 3,000
Availability: 2, R or X
Game Notes: The electric defense grid is installed into the droid's armor or outer casing. Whenever a physical melee weapon or a *brawling* attack makes contact with the droid, the attacker takes 3D energy damage.

■ HIDDEN HOLSTER

Type: Concealed blaster holster
Scale: Character
Skill: Blaster
Cost: 500
Availability: 2, X
Game Notes: Installed in a droid's leg, the hidden holster can hold a small weapon. As a free action, the droid can activate the holster, which opens up, providing access to the weapon. It adds +2 to the droid's blaster skill when attempting to quickdraw.

■ INTERNAL DEFENSES

Type: Unauthorized access protection system
Scale: Character
Cost: 1,500
Availability: 2, R
Game Notes: The internal defenses activate when a character attempts to access any of the droid's maintenance panels without the droid's permission. It discharges an electric shock that does 3D damage to the invader, but leaves the droid unharmed. The system remains active until it is disabled (Very Difficult security or droid repair roll, 1 hour of work), or until its power is depleted after 10 attacks.

■ MICRO SHIELD

Type: Collapsible mini energy shield
Scale: Character
Skill: Melee parry
Cost: 600
Availability: 3, F
Game Notes: If the droid makes a *melee parry* roll higher than the attacker's blaster roll, the droid has placed the force shield in the way and gains +1D to resist the energy damage. The shield is designed to be installed on a droid's arm, but a hand-held version is available for 400 credits, which can run continuously for 1 hour on a single energy cell.

■ ONBOARD BLASTER

Model: Varies widely
Type: Concealed energy weapon
Scale: Character
Skill: Blaster
Ammo: 100
Cost: 1,200 (basic), 1,600 (sensor-resistant), 25 credits (power pack)
Availability: 3, X
Range: 3-10/30/120
Damage: 4D
Game Notes: Onboard blasters vary widely; the above stats are average. A basic version is visibly mounted on the droid and can be easily detected. A basic version possesses no sensor-masking or camouflage of any kind (an Easy sensors roll will detect the weapon). A sensor-resistant version is also available, making the weapon much harder to detect; a Very Difficult sensors roll or a Heroic search or Perception roll is needed to find the blaster. (Mounting a blaster on a droid's exterior is also possible, though the weapon can easily be detected by the naked eye; base cost for such a blaster is 800 credits.) The damage code of the weapon can be increased +1D for every 400 credits the owner spends (maximum of 6D).

■ ONBOARD FLAME PROJECTOR

Model: Varies widely
Type: Droid-operated flame projector
Scale: Character
Skill: Missile weapons
Ammo: 10
Cost: 600 credits (basic), 1,000 credits (sensor-resistant), 200 credits (additional ammo canisters)
Availability: 3, X
Fire Rate: 1/2

Range: 3-4/5/7

Fire Rate: 5D (first round, 3D for next five rounds unless extinguished)

Game Notes: The basic version of the flame projector is detectable with an Easy sensors roll or a Moderate search or Perception total. The sensor-resistant version can be detected with a Difficult sensors roll or a Very Difficult search or Perception roll. A droid equipped with this type of weapon is susceptible to corrosion damage if the chemical tank that fuels the flame projector is damaged. (The chemical does 3D damage each round until it is washed off.) Internal tanks can be damaged if the droid is *incapacitated*. External tanks can be ruptured by stray blaster shots or physical blows; treat them as if they have Strength 3D to resist damage.

■ ON BOARD GRENADE LAUNCHER

Model: Varies widely
Type: Concealed grenade launcher
Scale: Character
Skill: Missile weapons
Ammo: 3
Cost: 800 (standard), 1,200 (sensor-resistant)
Availability: 3, X
Fire Rate: 1/2
Range: 5-25/100/250
Damage: Varies by grenade type

Game Notes: The droid grenade launcher cannot be equipped on droids smaller than 1 meter; targeting circuitry and the size of the weapon make such installation impossible. The basic version of the weapon can be detected with a Moderate sensors roll or a Difficult search or Perception roll. The sensor-resistant version requires a Difficult sensors roll or a Very Difficult search or Perception roll to detect.

■ PROJECTILE HANDS

Type: Launching projectile droid appendage
Scale: Character
Skill: Missile weapons: projectile hand
Cost: 200 (installation: 250)
Availability: 2, F
Range: 2/7/12
Damage: 3D+2
Game Notes: Projectile hands can be used to attack a target or to knock a blaster away.

■ ROCKET ARM

Model: Custom missile arm
Type: Concealed missile launcher
Scale: Character
Skill: Missile weapons: rocket arm
Cost: 2,000
Range: 3-30/120/350
Blast Radius: 0-1/2
Damage: 5D/3D
Availability: 2, X
Game Notes: A rocket arm is a hollowed-out droid arm with servo controls replaced by a short-range rocket engine and fuel. The arm suffers a -3D penalty for any actions that require fine manipulation, but it can be aimed and fired at a target, acting like a dumb missile. Installation of the rocket arm requires a Difficult droid programming/repair roll. If the roll fails by 5 or more, the detach system is faulty and, when fired, the rocket will remain attached, detonating the following round.

■ SHIELD EXPANSION MODULE

Type: Shield range extension upgrade
Skill: Shields
Cost: see chart below
Availability: 3, X
Game Notes: A shield expansion module allows a droid to extend the radius of its shields to provide protection to adjacent characters. The droid must make a Moderate shields roll to extend its shield to

a single fire arc. Human-sized droids can only extend their shield to one arc at a time, though larger droids can install a second module. The cost of the module is dependent on the shield generator it has installed. Consult the chart below:

Installed shield	Expansion Module Cost
+2	250
1D+2	500
2D+1	750
3D	1,000

TASER

Type: Droid stun weapon
Scale: Character
Skill: Firearms: taser / melee combat
Cost: 250
Availability: 2, F
Range: 0-2/4/7
Damage: 4D stun/ion damage

Game Notes: A droid taser fires two small projectiles attached to long, thin wires that deliver an electric charge that incapacitates an organic target's nervous and muscular systems, or interferes with a droid's systems like an ion gun. Additionally, a taser can be used as a melee weapon like an electroshock probe.

GENERAL ACCESSORIES

COLLAPSIBLE CONSTRUCTION

Type: Collapsing droid modification
Cost: 2,000
Availability: 2
Game Notes: This structural modification allows a droid to fold and collapse in order to be stored in places where it would not normally fit. The collapsed state decreases the droid's size up to 45%, and it enters a standby mode while collapsed.

CONCEALED ITEM

Type: Hidden droid item modification
Scale: Character
Cost: Item cost + compartment cost x2
Availability: 2, X
Game Notes: Concealed items are functioning items installed into a droid, but are either hidden or disguised to appear as something else. For example, a blaster may be hidden inside an arm or disguised as a beam cutter. Discovering a concealed item requires a Very Difficult search roll.

COURIER COMPARTMENT

Type: Hidden cargo space
Cost: 200 (plus 200 for optional toaster system)
Availability: 2, X
Game Notes: Courier compartments are hidden storage spaces which can be installed in the droid's torso, head or limbs. The cargo space varies with the size of the droid. Detecting a courier compartment requires a Very Difficult search roll. A common accessory in a courier compartment is a toaster, which destroys the contents of the compartment with a brief blast of plasma energy triggered by the droid.

CREDIT READER

Type: Droid credit analyzer
Skill: Business
Cost: 50
Availability: 2, F
Game Notes: Whether a line of credit or hard currency, a credit reader determines whether a target's credits are real or if a line of credit exists for that being. The credit reader gives the droid a +2D bonus against any forgery rolls made to forge credit accounts or financial documents. The droid can also instantly count any sum of hard credits presented to it as a free action.

EARPHONE BINARY-TO-BASIC TRANSLATOR

Type: Droid language translator
Cost: 20 (headphone), 100 (earbud)
Availability: 2
Game Notes: This translator unit is installed on a droid's Basic-output jack, and converts audible Binary into audible Basic, transmitting the spoken words to an earphone receiver. The less expensive version requires a large headphone set, while the more expensive version transmits to an earbud receiver that can only be detected with a Difficult search roll.

EMERGENCY OXYGEN SUPPLY

Type: Emergency respiration system
Cost: 200
Availability: 2
Game Notes: Occasionally installed on rescue or medical droids, an emergency oxygen tank carries enough breathable air for 30 minutes. The oxygen may be attached to a character via a breath mask, or may be used to recharge a vac suit.

HIDDEN CORE

Type: Core function backup system
Cost: 200
Availability: 2, R
Game Notes: A hidden core allows a droid to retain all of its programming, skill improvements, and personality after a memory wipe. 1D days after the memory wipe, the droid can try to make a Difficult droid programming/repair roll in order to restore its backup. If the roll fails, the droid may attempt it again every 1D days. In order to discover a hidden core, a character must be actively searching for something suspicious in the droid and succeed in a droid programming repair roll against the droid's willpower, or against a Heroic difficulty if the droid has spent an extra 200 credits for the deluxe installation.

HOLOCAM

Model: Neuro-Saav TL3 Holo-Imaging Package
Type: Droid recording device
Scale: Character
Skill: Sensors
Cost: 2,500 (basic unit)
Availability: 2
Game Notes: The TL3 holocam is designed specifically for droids; it is a small processing device that can be tied into the droid's existing optical modules, allowing a complete first-person view from the droid's perspective (up to 20 meters, limited by droid's line-of-sight). Images can be downloaded to datacards, dataplaques or holoprojectors, allowing playback and storage of the recording. The basic TL3 ties into the droid's existing optics, though only human-range recordings are possible. For an additional 200 credits per upgrade, the TL3 can be adapted to record with the following improvements: macrobinocular hookup (improves range of recording to 100 meters), all-environment (360 degree recording, in a 10-meter radius; playback appears as if the viewer is "with" the droid and can look in any direction to see what else is nearby), thermal, motion sensor, and UV hookup (records in "night-vision" mode with thermal/UV hookups; focuses on moving objects with motion sensor option).

HOLOGRAPHIC GAME SYSTEM

Type: Holographic entertainment system
Cost: 300
Availability: 1
Game Notes: The system provides fifteen of the galaxy's more popular games, including dejarik and sabacc. The game uses the droid's holoprojector (sold separately) and does not require a solid surface. The game-system processor allows a player to interact with the board as if he is actually picking up the holographic playing pieces. The system allows ten additional games to be added to its database with a Moderate computer programming/repair roll.

■ HOLOGRAPHIC IMAGE DISGUISER**Type:** Holographic disguise system**Scale:** Character**Cost:** 20,000**Availability:** 3, R or X

Game Notes: Holographic imagers are a series of holographic projectors installed at various points of the droid's exterior. The projectors allow the droid to disguise itself by projecting a series of images capable of matching the droid's movements and even synchronizing itself with the droid's vocabulator. It takes a Very Difficult *search* roll to detect the illusion, though sensors, cameras and droids get a +2D bonus to detect it. An advanced model, for double the price, includes sensor nodes that track a number of other factors, such as ambient temperature and weather conditions, making the image react to those variables. This increases the *search* difficulty to Heroic, and lowers to +1D the bonus to electronic examiners.

■ HOLOPROJECTOR**Model:** SoroSuub G-series Holoprojection Unit**Type:** Holoprojector**Scale:** Character**Skill:** Computer programming/repair**Cost:** 300-8,000 credits**Availability:** 2

Game Notes: Basic holoprojectors – like those that are standard equipment on most R-series astromechs – can project a prerecorded hologram up to 1.5 meters away, with an image size ranging from 0.5 to 10 meters.

■ ID DODGE**Type:** Biometric security countermeasure**Scale:** Character**Skill:** Security**Cost:** 5,000**Availability:** 3, X

Game Notes: Some automated security systems check biometric data before granting access to an area. Droids cannot provide retinal scans, fingerprints, or other unique biological features. The ID dodge simulates such information, granting a +2D+2 *security* bonus to defeat biometric security systems.

■ IMPROVED COORDINATION CIRCUITY**Type:** Biometric security countermeasure**Skill:** Varies**Cost:** 1,000**Availability:** 2

Game Notes: Droid brains work well in concert with each other, and improved coordination circuitry enhances this ability. This accessory links droids' skill routines, allowing them to aid in tasks more effectively. Each circuit is keyed to a specific skill. When a droid with improved coordination circuitry aids another droid with the circuitry, they gain a +1D+1 bonus to that particular skill.

■ MULTISPECTRUM SEARCHLIGHT**Type:** Multiple spectrum spotlight**Cost:** 100**Availability:** 2

Game Notes: This spotlight shines visible, infrared, or ultraviolet light, negating 1D of low-lighting penalty, with a 6-km range. The light may also be used to blind targets within a 10-meter cone. The droid makes a *Dexterity* roll against the targets' *Perception*. If the droid succeeds, the target stared into the light and is blinded for one full round (characters with specialized eye protection are not affected).

■ PERSONALITY DOWNLOADER**Type:** Custom-built droid personality override device**Cost:** 5,000**Availability:** 3, X

Game Notes: This highly illegal device must be plugged into a droid's dataport in order to suppress its original personality, replacing it with a pre-programmed one. The attacker must then make a *droid programming/repair* roll against the droid's *willpower*. If the droid loses, the personality copies itself to the droid's processor and suppresses the existing personality in 5 minutes. The process is imperfect, however, and every 10 minutes the original personality can make an opposed *droid programming/ repair* roll against the attacker to regain control over the invasive programming.

■ RADIANT HEAT ELEMENT**Type:** Droid heater**Cost:** 200**Availability:** 1

Game Notes: This enables a droid to radiate heat from its torso, providing ambient warmth for a living being's survival in extreme cold conditions. The heat can be adjusted to boil water or cook food on the droid's exterior. On its highest setting, it does 2D+1 damage to anyone standing next to the droid, or 3D+1 if in contact with the heater.

■ REMOTE LIMB CONTROL**Type:** Independent appendage system**Scale:** Character**Cost:** 1,500 (basic) 6,000 (deluxe)**Availability:** 3

Game Notes: Limbs with the remote control package installed allow the droid to remove them while still retaining full control over their functions. The limb is fitted with a repulsor unit which gives it a flight ceiling of 10 meters and a maximum range of 40 meters from the controlling droid. While the basic package only allows the droid control over a single detached limb, the deluxe package enables multiple limbs to be active at once.

■ REMOTE PROCESSOR**Model:** Baktoid Combat Automata Remote Processor**Type:** Remote control processing unit**Cost:** See chart below**Availability:** 2, R

Game Notes: Remote processors allow all droid functions to be controlled from another location. Droids controlled by a remote processor cannot think or act independently unless equipped with a backup processor. Any stock droid that is modified to be controlled by remote processor cannot react as quickly as their internal processor and takes a -1D penalty to *Perception* to determine initiative and -1D to all reaction skills due to communication lag and transmission relay time.

Range	Cost
5km	1000
50km	10,000
500km	100,000
5,000km	1,000,000

■ REMOTE PROCESSOR (BACKUP)**Model:** Baktoid Combat Automata TD-12C**Type:** Droid control processing receiver**Cost:** 100**Availability:** 2, R

Game Notes: Should a remote processor fail, be destroyed, or have its signal interrupted, a backup processor allows remote controlled droids to carry through on their last transmitted set of instructions.

■ REMOTE RECEIVER**Model:** Baktoid Combat Automata TX-191 Receiver**Type:** Droid control processing receiver**Cost:** 70**Availability:** 2, R

Game Notes: Remote receivers allow a droid to receive instructions from a remote processor.



■ REMOTE RECEIVER JAMMER

Type: Remote processing disruptor

Skill: Communications

Cost: 2,000

Availability: 2, X

Game Notes: The jammer incorporates a backpack transmitter and a hand-held computer controller. Once activated, the jammer affects all droids that rely on a remote processor for operation, within a 100-meter radius. The operator makes a communications roll against the targets' Perception. A droid that fails the roll is rendered useless, unless it has a backup processor. The jammer operator must make the opposed roll every round to maintain the disruption as the droid's subroutines attempt to evade it.

■ REMOTE RECEIVER SIGNAL BOOSTER

Type: Remote processor receiver booster

Cost: 500

Availability: 3

Game Notes: A droid that relies on a remote processor for operation can have its receiving range increased by 50% with the use of a signal booster. With a Heroic *communications* roll, the droid may extend that range to 100% farther than the normal range for one hour.

■ REMOTE STARSHIP STARTER

Type: Remote vehicle controller

Cost: 2,800

Availability: 2, R

Game Notes: Range is 2 kilometers. Allows a droid to perform basic diagnostics and remote pre-flight start-up routines within 5 minutes. This allows for immediate takeoff once a character returns to his or her ship.

■ SENSOR-SHIELDED STORAGE COMPARTMENT

Model: Illegally-modified Utilitech Droid Storage Module

Type: Sensor-shielded storage compartment

Scale: Character

Cost: 500 credits (external compartment), 8,000 (internal compartment)

Availability: 3, X

Game Notes: Utilitech storage compartments can hold small amounts of "cargo." External "storage packs" are generally magnetically sealed to a droid, and require a Difficult *droid repair* roll to remove. These packs are small (20 centimeters long, 10 centimeters, 8 centimeters deep) and can hold objects (such as a comlink, small blaster, datapad or medpac) that an owner may wish to retrieve later. External compartments are immediately visible but sensor-absorbent material makes it virtually impossible to detect what is inside (requires a Very Difficult *sensors* roll). Internal compartments can be detected with a Very Difficult *search* or *Perception* roll (or a Difficult *sensors* roll). Most droids of moderate size (1 meter or taller) can be equipped with a maximum of two compartments).

■ SILENCE-BUBBLE GENERATOR

Type: Sound barrier generator

Cost: 3,500

Availability: 2, R

Game Notes: Silence-bubble generators produce a sound dampening barrier around the droid with a 5-meter radius. Someone outside the bubble trying to listen into the bubble, and vice-versa, takes a -3D penalty to their *search* roll.

■ SPECIALIZED SUB-PROCESSOR

Type: Multitasking secondary processor

Scale: Character

Skill: Varies

Cost: 1,000

Availability: 2

Game Notes: A specialized sub-processor enables a droid to carry out

a specific calculation or analysis more quickly or simultaneously with other tasks. It grants the droid a single extra action each round that can only be used to perform an action related to a single skill, chosen at the time the sub-processor is created. This extra action does not count when calculating Multiple Action Penalties. A droid can only have one specialized sub-processor.

■ STORAGE COMPARTMENT

Model: Utilitech Droid Storage Module

Type: Storage compartment

Scale: Character

Cost: 200 credits (external compartment), 4,000 (internal compartment)

Availability: 2

Game Notes: Utilitech storage compartments can hold small amounts of "cargo." External "storage packs" are generally magnetically sealed to a droid, and require a Difficult *droid repair* roll to remove. These packs are small (20 centimeters long, 10 centimeters, 8 centimeters deep) and can hold objects (such as a comlink, small blaster, datapad or medpac) that an owner may wish to retrieve later. External compartments are immediately visible; internal compartments can be detected with a Moderate *search* or *Perception* roll (or an Easy *sensors* roll). Most droids of moderate size (1 meter or taller) can be equipped with a maximum of two compartments; smaller droids can be equipped with a single compartment (Utilitech custom-manufactures smaller compartments for the price of an internal compartment).

■ STORAGE COMPARTMENT (SPRING LOADED)

Model: Rim Securities F-9 ejection system

Type: Storage compartment ejection device

Cost: 150

Availability: 2

Game Notes: Droids with a storage compartment (or a shielded storage compartment) may also have the compartment spring loaded. A spring loaded compartment allows the droid to eject a small object (no more than 4kg), hurling it up to 8 meters. In order to aim the object at a desired location, the droid rolls its *thrown weapons* skill.

■ SURVIVAL KIT

Type: Droid survival assistance kit

Cost: 100

Availability: 2

Game Notes: Contains a small refrigeration unit, a water recycler and dispenser, a rechargeable glow rod, and a fire sparkler. Grants +1D to the droid master's *survival* rolls.

■ TACTICIAN BATTLE COMPUTER

Type: Battle Computer

Cost: 5,000 (transceiver set: 20)

Availability: 2, R

Game Notes: This software package and transmitter can be installed on any droid. Additionally, small transceivers must also be installed on the ranged weapons used with the package. If the equipped droid picks up a weapon not equipped with the associated transceiver, the tactician battle computer shuts down and requires a Very Difficult *droid programming/repair* roll to be restarted. The droid must spend an action to analyze the current battle conditions, transmitting its findings to the sensors installed on the weapons of its allies. This grants a +1D bonus to the next ranged attack roll made until the following round by a number of allies equal to the droid's number of dice in the *tactics* skill.

■ VIDEO SCREEN

Type: Built-in video display

Cost: 10 credits per square centimeter of screen size

Availability: 1

Game Notes: Built-in video screen displays text, translations, diagnostics, programming, pictures, and other information. Screen sizes vary from 5 to 50 centimeters.

■ VOICE-PRINT COMMAND

LOCK

Type: Voice recognition security system

Cost: 400

Availability: 1

Game Notes: With a voice-print command lock installed, a droid analysis the voice of its master and ignores commands from anyone else. Getting the droid to obey a recorded command by its master requires a *droid programming* roll against the droid's *willpower* +5.

PERSONALITY

At the time of activation, some droids are programmed with basic personality matrices. A droid personality matrix begins with a primary personality archetype which acts as the basis for a droid's personality. Over time (and without memory wipes) a droid's personality will mature and grow, customizing itself to its surroundings. Matrices come in a variety of types, much too many to list in this volume, so when a player is designing a droid, the gamemaster must judge the price and installation difficulty based on how complex of a personality is intended.

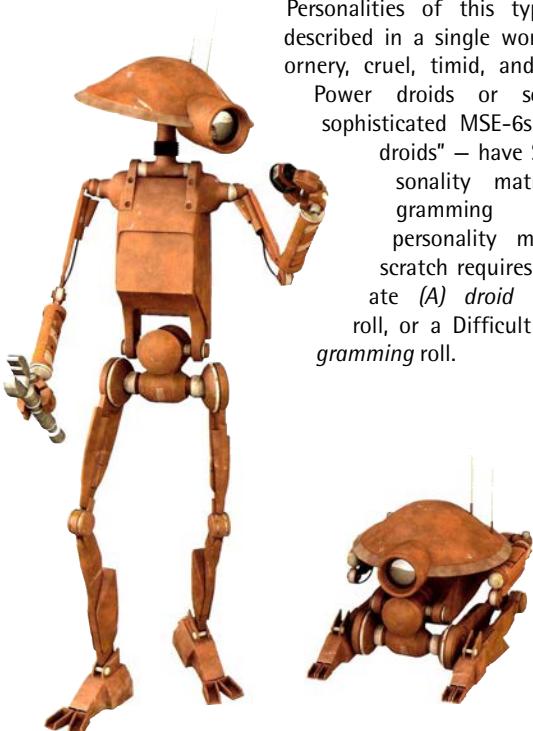
Personality Complexities

There are five basic categories of droid personalities: none, simple, elementary, advanced, and complex:

- **None:** The droid has no need for a personality; it will seldom interact with organics. A droid without a personality matrix may still communicate with both mechanicals and organics; it will simply tend to be cold and mechanical. Many fifth degree droids do not come with standard personality matrices.

- **Simple:** Droids that come off the assembly line with simple personalities are required to be around organic beings only on rare occasion. Personalities of this type can be described in a single word (friendly, ornery, cruel, timid, and so forth).

Power droids or some more sophisticated MSE-6s – "mouse droids" – have Simple personality matrices. Programming a simple personality matrix from scratch requires an Moderate (*A*) *droid engineering* roll, or a Difficult *droid programming* roll.



PERSONALITY MATRICES

Type	Cost	(A) <i>Droid Engineering</i> Difficulty	<i>Droid Programming</i> Difficulty
None	None	—	—
Simple	150	Easy	Very Easy
Elementary	300	Moderate	Easy
Advanced	600	Difficult	Moderate
Complex	900	Very Difficult	Difficult

- **Elementary:** Droids with occasional contact with organics are usually programmed with Elementary matrices. (Astromech droids are usually required only to assist a pilot, hence, they typically possess an Elementary matrix.) Programming an Elementary personality matrix from scratch requires a Moderate (*A*) *droid engineering* roll or a Difficult *droid programming* roll.

- **Advanced:** Advanced personalities are installed on droids that need to interact with organics fairly often. The matrix used usually provides for limited intelligent conversation with organics, sometimes limited to simple information transfers and other pleasantries. Only after the droid has aged for some time will the unit display any "depth" of personality. (Medical droids, for example, typically have an Advanced matrix). Programming an Advanced personality matrix from scratch requires a Very Difficult (*A*) *droid engineering* roll, or a Heroic *droid programming* roll.

- **Complex:** The droid's primary function is to interact with organics regularly. Units that come with this matrix generally seem to be completely sentient. (Protocol droids have Complex matrices, allowing them to engage in dialogue with organics in a manner not unlike another organic being.) Programming a Complex personality matrix from scratch requires a Very Difficult (*A*) *droid engineering* roll, or a Heroic *droid programming* roll.

Personality Installation

If the designer is programming the matrix from scratch (using the difficulty guidelines included in the above descriptions), there is no additional cost to installing the matrix. However, since more-sophisticated personality matrices are extremely difficult to program, the designer may opt to purchase a "ready-made" droid personality. Use the chart above to determine both cost and droid programming installation difficulty (note that the designer may use either the (*A*) *droid engineering* skill or the *droid programming* skill; only one skill roll is required).

MAINTENANCE SERVICES

Once a droid has been built, purchased, or otherwise acquired, it is up to the owner to make sure her mechanical stays in functional condition. The upkeep of mechanical intelligence is not half as daunting as one might think. "The occasional oil bath, memory wipe, and actuator adjustment makes for a long, happy life for your new droid!" reads the New Users Manual that comes with Industrial Automaton's droids.

While standard maintenance is possible by the common droid owner, it is often much easier and less expensive to simply take the droid into an authorized center and have the droid serviced.

DROID REPAIR COSTS

Damage Level	Difficulty	Cost (Parts)	Cost (Service)
Lightly Damaged	Easy (<i>droid repair</i>)	15% of Retail	30% of Retail
Heavily Damaged	Moderate (<i>droid repair</i>)	25% of Retail	40% of Retail
Severely Damaged	Difficult (<i>droid repair</i>)	35% of Retail	60% of Retail
Nearly Obliterated	Difficult ((A) <i>droid engineering</i>)	65% of Retail	95% of Retail

Repairs

Droids will inevitably need repairs; like any tool that is used heavily, a droid is subject to wear. Owners may attempt such repairs themselves or take the unit to a service center. Use the following table to determine the difficulty and cost of repairing a droid unit.

When repairing a droid, it is not necessary to pay for both service and parts. The service costs listed above include any parts needed.

Oil Baths

Contrary to popular belief, an oil bath does not actually clean the droid. Rather, it simply lubricates the droid, allowing for more fluid and accurate movement. This is especially important on worlds that have harsh climates such as extreme heat or bitter cold. The droid is dipped into a tub or vat of lubricating oil, which loosens any debris and coats the droid with a layer of oil.

Most droid service centers, as well as many starports, have facilities for oil bathing droids. The price of such a service depends greatly on the size of the droid in question; prices range from 50 credits for a small droid (such as an astromech) to 1,000 credits for a larger droid that is over two or three meters (a standard binary load lifter, for example). Beings and companies who own several droids often find it more economical to purchase a permanent oil bath to house in their workspaces. It should be noted, however, that it is unheard of for an oil bath large enough to be able to house a droid any larger than speeder scale. Droids larger than this usually require a maintenance team to manually oil and clean the droid. Often, the maintenance team itself consists of droids.

It is recommended that a droid be given an oil bath twice a season, if not more depending on the surrounding environment. If in fact a droid does spend a great deal in a harsh environment, eventually grit and corrosion will begin to effect its physical abilities. The gamemaster may choose to penalize the droid –1 pip from *Dexterity* for each month a droid spends in a harsh environment without receiving an oil bath.

DROID OIL BATH

Model: Fryl Industries TD series bath

Type: Droid oil bath

Skill: N/A

Cost: 50-1,000 credits (service), 1,500 credits (new, character scale), 5,000 credits (new, speeder scale)

Availability: 1

Game Notes: Oil baths are used to assist in the cleansing of droid movement control actuators. Giving a droid an oil bath negates all negative modifiers it had possibly acquired from existing in harsh environment for an extended period of time.

Memory Wipes

Erasing a droid's memory (referred to as "memory wipes" or "mindwipes") has become common practice among many droid owners throughout the galaxy. Since many droids are purchased used, new owners often decide they don't want the droid carrying internal baggage from a previous owner. A memory wipe will strip the droid's memory banks of all previous knowledge, save for that hardwired into the droid. Once its memory has been erased the unit has no recollection of existing before the point that erasure took place.

Widespread paranoia over rogue droids has brought the practice of memory wiping to the forefront over the past several centuries. Many local and system wide governments require all new or used droids to be memory-wiped. The theory is that a droid without an extensive memory will be easier to control. This assumption is true, to a point. If the droid came off the assembly line with a predisposed negative personality, a memory wipe will not change this nature. That particular problem can only be addressed by an experienced droid engineer with a background in personality programming. Likewise, a previous owner could have hardwired skills deemed illegal into the droid, which would not be erased by a memory wipe.

On the opposite end of the spectrum, many owners enjoy the companionship that can come from owning a droid who has had time to develop a complex personality. These droids often haven't had a memory wipe for many years. Depending on the



physical age of the unit, some droids have over a hundred years of experience to share. Many of the organic owners who would subscribe to this philosophy are criticized by their peers for endangering themselves and others. This is a societal conflict that seems to have no conclusion in sight.

DROID MEMORY WIPE

Skill: Droid programming

Cost: 50–500 (depending on local fees)

Availability: 1

Difficulty: Difficult

Game Notes: A successful memory wipe returns a droid's personality matrix to its basic configuration, removing any personality development that has occurred since activation or its last memory wipe. Also, any pips that were added by way of "tinkering" will be lost. Only those skills hardwired (by either the factory, a previous owner, or the droid itself) will remain intact.

Restraining Bolts

The use of restraint technology is often specified in most local criminal codes. Long ago, the Old Republic attempted to quell anti-droid sentiment by requiring droid owners to fit "restraining bolts" to their droids. These bolts are small receivers that are attached to the droid, allowing an owner to bypass the droid's motivational programming. By using a signaling device, the owner can force the droid to perform certain simple actions. Typically, the restraining bolt forces a droid to activate or deactivate itself on command.

RESTRAINING BOLT

Skill: Droid repair

Cost: 50 credits

Availability: 1

Game Notes: A droid fitted with a restraining bolt must obey commands sent by a "Caller." The droid cannot resist the effects of the restraining bolt.

CALLER

Skill: Droid programming

Cost: 100–500 credits

Availability: 1

Game Notes: A caller is a compact, short-range signaling device that broadcasts directly into a droid's motivational processor (via a restraining bolt). Simple callers can only broadcast simple commands (such as ordering a droid to activate or deactivate). More sophisticated callers can transmit commands of greater complexity. The average range of a caller is 20 meters.

RENTAL RESTRAINING BOLT

Type: Credit-activated restraining bolt

Cost: 10

Availability: 2

Game Notes: The rental restraining bolt works like a standard bolt, except it also has a credit reader. The user must deposit a specific number of credits to the credit reader in order to control the droid for a specified time. At the end of that time, the droid deactivates and does not reactivate until sufficient credits are again deposited.

DROID REMOTE CONTROL

Type: Navigation override system

Cost: 500

Availability: 2

Game Notes: An advanced version of the restraining bolt system, the remote control allows the owner to use a droid caller to move the droid using its own locomotion system. The droid cannot be compelled to use any of its other systems or possessions. It simply moves as directed at Cautious speed.

OVERRIDING LIFE PRESERVATION PROGRAMMING

In the *Star Wars* universe, droids (with the exception of some fourth degree models) are required by Imperial law to be equipped with life preservation programming (LPP).

LPP subroutines prevent a droid from experiencing the compulsion to do harm to an organic being. The fact that these programming measures are installed is not necessarily a complete safeguard against rogue droids, but due to the sophistication of programming technology, the likelihood of a droid going rogue is lessened a great deal.

Even fourth degree droids, who are by their nature aggressive, are given LPP routines defining when action against organic life may be taken. Still, there are those who would attempt to override the LPP, allowing a droid to participate in combat. This is not a simple task by any means.

In game terms, if a character wishes to override a droid's life preservation programming, she must make two successful skill rolls, a *droid programming* roll and a *command* roll. The *droid programming* roll is based on the degree of the droid, while the *command* roll is an opposed roll versus the droid's *willpower* skill or *Knowledge* attribute (whichever is higher).

Gamemasters may decide for themselves if the two rolls should be made in the same round (causing a multiple skill use penalty of -1D), or if the character may take two rounds to perform the action.

Droid Programming Override Difficulties

First Degree	Very Difficult
Second Degree	Difficult
Third Degree	Heroic
Fourth Degree	Moderate
Fifth Degree	Difficult

Note that not all droids have LPP subroutines. While the Empire mandates this programming be installed in all civilian droids, it does not enforce this law outside of the Core Worlds. In the somewhat lawless Outer Rim Territories, for example, many outlaw techs and droid slicers have overridden this programming; characters should be made aware that it is possible that any droid they encounter could have had its LPP protocols erased.

Anyone attempting to determine if a droid has had its LPP subroutine overridden must make a successful *droid programming* roll using the difficulties listed above. The attempt takes 1D minutes.

ADDITIONAL DROID ACCESSORIES

DROID COMMAND STATION

Type: Droid command station

Cost: 10,000

Availability: 1, F

Game Notes: A droid command station can be set up in major work areas with a large droid labor pool, in large starships, and sometimes in major starports. The command station is generally password protected, either through manual entry or through a code cylinder. It allows an overseer to perform a number of functions provided that all of the droids have a comlink or remote receiver. The command station can:

- Maintain active communication with droids, giving them instructions for specific tasks.





- Coordinate actions between the droids, grants a +2D bonus to the droid overseer's *command* skill.
- Locate any specific droid within the pool within the droid's normal operational ranges; provided the droid has a tracking device or restraining bolt installed.
- Receive detailed information about a droid's status within the labor pool.
- Perform basic reprogramming of a droid within the system.
- Automatically translate between Binary and common languages.

DROID BATTLE STATION

Type: Droid combat station

Cost: 50,000 per 100 droids

Availability: 1, R

Game Notes: Droid battle stations provide the same functionality of regular droid command stations, but are used to direct droids in combat. They are typically large installations, capable of coordinating hundreds or thousands of droids of all types. Some droid battle stations emulate droid commanders. Typical stats for this droid brain are *tactics* 4D+2 and *command* 6D, but these vary.

DROID RECHARGE STATION

Type: Droid charging and analysis device

Cost: 4,000

Availability: 1

Game Notes: Droid recharge stations allow a droid to be brought up to a full charge in one hour. Many starports and other public locations have droid recharge stations and allow them for public use for a fee of 20 credits. Most recharge stations provide a basic diagnostic (Easy *droid repair* roll) of the droid including its current status in terms of damage, and an operational status of all appendages, systems, and tools.

DROID SOCKET

Type: Starfighter/droid interface socket

Cost: 10,000 (usually included in the cost of the starship)

Availability: 3, R

Game Notes: Droid sockets allow astromechs to combine copilot, systems monitoring, astrogation, and damage control operations for minimally crewed craft. The sockets are mostly found on starfighters, but can be found on shuttles, and a select few airspeeders. Usually they come pre-installed, but occasionally techs have managed to salvage or remove sockets from one craft and install them on another ship that does not normally make use of them. Installing a droid socket on a ship that was not designed with one requires a Very Difficult *starfighter repair*, *space transport repair*, or other related repair roll.

Standard droid sockets generally allow droids to perform the following actions:

- Pilot or copilot the ship with the pilot's permission, or pilot the ship without it if the pilot is rendered unconscious.
- Raise, lower, recharge, or angle deflector shields.
- Reroute power to different systems.
- Make related repair rolls as determined by the gamemaster.
- Operate communications and sensor systems.
- Input hyperspace coordinates and engage the hyperdrive.
- Operate droid and pilot ejection systems, with the pilot's permission.

The following actions are generally prohibited, but can be overridden by the pilot:

- Weapons activation and firing.
- Jumping to hyperspace without approval.

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CHAPTER TWENTY

VEHICLES

Before I give you the lowdown on starfighters and space transports, I'm gonna show you the basics: subatmospheric craft. (You gotta crawl before you walk, right?)

There are vehicles everywhere, from the glittering air-speeders of the Core Worlds to the greel wood-covered groundcoaches of the Tion Hegemony. If there's a job that needs doing, there's

probably a crate that's designed for the job. Hey, even a fighter jock like me still likes to tinker with an old airspeeder now and again.

Chances are you'll be flying a cloud car or zippin' around in a landspeeder long before the Rebel Alliance gives you clearance in an X-wing, so we'll start there.



VEHICLE STATISTICS

Each vehicle in this section has a variety of statistics that are useful in gameplay. Most of these vehicle codes are not necessary all of the time, but they provide valuable background data on the vehicle.

Most of the time, it is sufficient to know the vehicle's scale, skill, move, maneuverability, body strength and relevant weapon codes. The stats are presented in the following order:

■ (VEHICLE'S MODEL OR NICKNAME)

Craft: The vehicle's manufacturer, model name and number; also indicates whether vehicle is "stock" or "modified."

Type: The vehicle's general classification.

Scale: The vehicle's scale (used for the "scale" rules in the "Combat and Injuries" chapter).

Skill: The skill that is used to pilot the vehicle, followed by specialization. Example: *Repulsorlift operation: air-speeder*.

Unskilled: Some very specialized vehicles will have an "unskilled penalty" indicated: anyone piloting the vehicle without the correct specialization suffers the penalty indicated. Example: *Repulsorlift operations: heavy equipment* (unskilled: -2D)

Crew: The standard crew complement of the vehicle, followed by the gunners (in addition to the crew). The "skeleton" lists the *minimum* number needed to fly the vehicle, as well as the penalty added to all piloting difficulty numbers because of the skeleton crew.

Crew Skill: Typical die codes for crew members.

Passengers: The number of passengers the vehicle can carry.

Cargo Capacity: The maximum mass of cargo that can be carried.

Cover: The amount of cover provided by the vehicle for passengers. This is listed as Full, 3/4, 1/2, 1/4 or none – relevant modifiers are discussed in the “Combat And Injuries” chapter.

Altitude Range: For repulsorlift and flying vehicles only. The minimum and maximum operating altitude for the vehicle (Standard gravity and Standard atmosphere density worlds).

Cost: The cost for a new vehicle of this type. Used vehicle prices will vary, depending upon the vehicle’s condition and equipment.

Maneuverability: This die code is added to the pilot’s roll whenever he makes an operation total, including for movement and vehicle dodges.

Move: The distance, in meters, covered by each move; the vehicle’s maximum speed in kilometers per standard hour.

Body Strength: The vehicle rolls this die code to resist damage in combat.

Shields: Some vehicles have shields. See the rules for shields in the “Space Travel & Combat” chapter.

Weapons:

- Weapon Type:** This list the number and type of weapon the vehicle has mounted. If a vehicle is listed as “fire-linked” it means that the stats given below are for all of the weapons linked to fire simultaneously.
- Fire Arc:** Front, back, left, or right. Turret-mounted weapons can fire in all arcs.
- Crew:** The number of crew necessary to operate the weapon. If there is no crew listing, the weapon can be fired by the pilot.
- Scale:** The weapon’s scale (if different than that of the vehicle).
- Skill:** The skill used when operating the weapon.
- Fire Control:** This die code is added to the gunner’s skill total when firing the weapon.
- Range:** The weapon’s short, medium and long ranges. If a weapon has four listings, it is for point-blank, short, medium and long ranges; for these weapons, anything shorter than pointblank range requires a Very Difficult weapon total to hit in combat.
- Damage:** The weapon’s damage.

WALKERS

Most walkers are used as armored assault vehicles. Their sheer size and strength enable them to carry more armor and weapons than a similarly sized repulsorlift vehicle, and they can step over smaller obstacles.

AT-AT (All Terrain Armored Transport)

Created as a ground-assault vehicle and troop transport, the Imperial AT-AT, or walker, is a formidable weapon of war. Over 15 meters tall, a walker moves quickly on its four massive legs. A pilot, gunner, and combat coordinator (commander) operate the vehicle. AT-ATs are heavily armed quadrupedal armored vehicles with articulated control cabins at the anterior. To beings from worlds with quadrupedal native life, AT-ATs often appear to be giant beasts of war; their control cabins like lolling heads; their chin-mounted lasers suggest fanged monsters of legend. These associations are intentional, an attempt by the AT-AT’s designers to inspire fear.

Many companies contribute components to construction of AT-ATs, but the entire vehicle is assembled at the Kuat Drive Yards under strict Imperial supervision. Kuat designers and developers worked from the original Imperial design concepts to create the all-terrain weapon that the Empire uses today.

Walkers can operate in many different terrain types. Varying gravitational fields, climates, and land types do little to hamper its performance. It makes an effective urban assault vehicle since its height gives its crew a good line of sight over small buildings and low-lying structures. Anything it can’t see over, a



walker can knock down or crash through without much trouble. Its thick armor can absorb heavy blaster fire with little or no damage, and is virtually impervious to harm from close-quarter fighting. Rugged hills and mountainous terrain, including cliffs and sheer slopes of up to eight meters in height, are easily navigated by the giant AT-ATs. Uneven ground such as that found in marshes and jungles slow them somewhat, but they are still more effective than many other ground transports over similar terrain.

The “head” houses the command crew in a compact, crowded cockpit. The walker’s weapon emplacements are also located in this section, presenting the crew with a wide field of vision through a viewport of armored transparisteel. The head can elevate and depress up to 30 degrees and turn as much as 90 degrees. Two forward firing heavy laser cannons – mounted under the chin – and two medium blasters – one to each side of the head – constitute the walker’s personal arsenal. Electro-rangefinders, targeting computers, sensor arrays, and holographic projectors give the crew a 360 degree computer-painted line of sight whenever necessary. The head is connected to the passenger compartment by a semi-flexible and less-armored “neck/tunnel.” Attacks on a walker usually concentrate on this weak point, making it necessary to regularly overhaul or replace these sections.

A walker’s body section can carry 40 fully-armed and battle-ready stormtroopers. To load and disembark troops, the AT-AT kneels by bending its tri-jointed legs and lowering its body to within three meters of the ground. A landing ramp drops from the rear of the vehicle to deploy passengers. In addition, hatches on the flanks are used when docked at Imperial boarding platforms.

AT-ATs are dropped into a combat zone from huge, specially-designed shuttle barges or drop ships which transport walkers from Star Destroyers or nearby garrisons for deployment in a battle area.

Walkers were designed for blatant “shock” attacks: they are visible from great distances as they methodically plod toward the enemy, and the ground actually trembles as these monsters approach. Anything in their way is casually crushed beneath massive metal hooves.

Their approach, however, is deceptively fast; they only appear to be plodding forward. Actually, a great distance is covered by each stride, and Rebels who have faced them report that they are on you before you know it.

Walkers are front-line assault vehicles without equal. Only carefully prepared defenses, a direct attack to knock out the gun emplacements, or concentrated fire on the neck have even the slightest chance of success.

■ AT-AT

Craft: All Terrain Armored Transport

Type: Assault walker

Scale: Walker

Length: 20.6 meters long, 15.5 meters tall

Skill: Walker operation: AT-AT

Crew: 5, skeleton: 3/+10

Crew Skill: vehicle blasters 5D, walker operation 5D

Passengers: 40 (troops) or 2 AT-STs

Cargo Capacity: 1 metric ton

Cover: Full

Cost: Not available for sale

Move: 21; 60 kmh

Body Strength: 6D

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1.5/3 Km

Damage: 6D

2 Medium Blasters (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot or commander)

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-200/500/1 Km

Damage: 3D

Note: The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).

AT-PT (All Terrain Personal Transport)

The forerunner of the AT-ST, the All Terrain Personal Transport (AT-PT) was a light anti-infantry walker used by the Galactic Republic and, later, the Galactic Empire. It was manufactured by Rothana Heavy Engineering, a subsidiary of Kuat Drive Yards.

AT-PTs were made to take single troopers into intense combat situations on their own, with the fire-power of a squad. They stood only three meters tall, and were driven by AT-PT pilots.

The walkers were capable of speeds of up to 60 kilometers per hour and climb a 45-degree angle, with hydraulic adjusters keeping the unit ba-



lanced. The vehicles carried a long-range comm antenna for patrols. The main drive unit provided power and hydraulic pressure for the two legs, and featured cooling vents. The cockpit entry hatch was on the side, while the emergency flare launcher was just above the viewport.

The AT-PT was – compared to its intended threat, enemy soldiers – heavily armored, enough so that most small-arms fire could not penetrate the craft's armor. The walker was armed with twin blaster cannons and one concussion grenade launcher, which were only effective against infantry. The walker's superior agility made up for its light armor (in comparison to most other cavalry units).

The units often traveled in packs for increased firepower.

■ AT-PT

Craft: All-Terrain Personal Transport

Type: Light walker

Scale: Walker

Length: 2.1 meters long, 3.1 meters tall

Skill: Walker operation: AT-PT

Crew: 1

Crew Skill: Missile weapons 4D, vehicle blasters 4D, walker operation 4D

Cargo Capacity: 25 kilograms

Cover: Full

Cost: 15,000 (used)

Maneuverability: 2D

Move: 21; 60 kmh

Body Strength: 2D

Weapons:

Twin Blaster Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 1D

Range: 10-50/200/500

Damage: 4D

Concussion Grenade Launcher

Fire Arc: Front

Skill: Missile weapons: grenade launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 2D

AT-ST (All Terrain Scout Transport)

Imperial AT-STs, or scout walkers, were designed for reconnaissance and support for front line forces. Slightly more than six meters tall, these two-legged scouts can travel fast across open terrain. They are faster and more maneuverable than AT-ATs, but less heavily armed and armored.

In combat, they are used primarily to provide covering fire when escorting Imperial stormtroopers on foot. When accompanying AT-ATs, they cover the flanks and mop up foot soldiers who evade the larger walker's weapons or attempt to attack from underneath. They are often dropped from shuttle barges or drop ships, or sent directly from Imperial garrisons. Because of their speed and maneuverability on open ground, scouts can be deadly in combat against infantry. Twin swivel-mounted blaster cannons protrude from an AT-AT's chin section. Twin light blaster cannons are swivel-mounted on its port-side sensor pod, and a concussion grenade launcher juts from the starboard pod. In addition, each metal foot is equipped with steel claws that can cut through trip wires or slice the ground troops that close to engage. Only heavy blaster cannon or laser cannon fire can pierce a scout's thick hide, but even then many direct hits are required to cause substantial damage.



However, the lighter scout walkers are susceptible to fixed defenses such as trip wires, deadfalls, pits, and explosive charges. Balance is a serious problem for these bipedal vehicles. After several unsuccessful actions in which unsupported AT-STs were easily foiled, imperial tacticians dictated that scout actions were to be preceded by infantry to detect, clear, or mark such traps; in addition, the crew now uses sensors to locate defensive traps in an area, and advanced targeting scopes give them firepower superiority against most ground targets. The fact remains that in open, relatively level terrain, scout walkers can be very potent light-assault vehicles.

■ AT-ST

Craft: All Terrain Scout Transport
Type: Medium walker
Scale: Walker
Length: 6.4 meters long, 8.6 meters tall
Skill: *Walker operation: AT-ST*
Crew: 2, skeleton: 1/+15
Crew Skill: *Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D*
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D
Weapons:
Twin Blaster Cannon
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicle blasters
Fire Control: 1D

Range: 50-200/1/2 Km

Damage: 4D

Twin Light Blaster Cannon

Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D

Concussion Grenade Launcher

Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D

AT-TE (All Terrain Tactical Enforcer)

Adapted from industrial security vehicles built by Rothana Heavy Engineering, the All-Terrain Tactical Enforcer, or AT-TE, is a formidable weapons platform capable of delivering an entire platoon of clone troopers to strategic points on the battlefield, then providing them with covering fire while they take up positions. A dorsal projectile cannon enables the AT-TE to serve as mobile artillery, and an array of missile payloads allow it to be custom-armed to fit whatever purpose is necessary on the battlefield.

The AT-TE's six massive walker legs and low profile provide great stability, but this design also makes the vehicle vulnerable to land mines and infantry equipped with explosives, as none of the AT-TE's seven weapons covers the vehicle's underside.

An unusual feature of the AT-TE is its magnetic grapplers, which enable it to scale even sheer cliffs. The rear passenger compartment is also equipped with a medical droid for stabilizing wounded troopers until they can be safely transported to the nearest Republic Mobile Surgical Unit.

■ AT-TE

Craft: Rothana Heavy Engineering All-Terrain Tactical Enforcer
Type: Walker
Scale: Walker
Length: 12.4 meters long
Skill: *Walker operation: AT-TE*
Crew: 1, gunners 6
Crew Skill: All skills typically at 8D
Passengers: 20 (troops) or cargo
Cargo Capacity: 60 tons
Cover: Full
Cost: Not available for sale
Maneuverability: 0D+2
Move: 21; 60 kmh
Body Strength: 4D+1



Weapons:**Heavy Projectile Cannon**

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/1/3 Km
Damage: 5D

6 Light Blaster Cannons (fire separately)

Fire Arc: 4 front, 2 rear
Scale: Speeder
Crew: 1
Skill: Vehicle blasters
Fire Control: 3D
Range: 10-250/500/1 Km
Damage: 4D

REPULSORLIFT TECHNOLOGY

The predominant vehicle technology is called *repulsorlift*. Repulsorlift is preferred over more primitive thrust methods because it is quieter, cleaner and more efficient than other propulsion systems. By producing antigravity *repulsor fields*, these drives allow exacting control and high speeds or incredible cargo hauling capacity. The versatile repulsor power plant can be adjusted to run on a variety of easily found power sources, such as minerals, solar power and fusion, although power cells and energy generators are preferred because they produce the most power for the least mass.

Repulsorlift vehicles are also popular because they are not restricted to roads and other smooth pathways – a boon to frontier and poor planets that can't afford funding for highway construction. Almost all atmospheric vehicles, and a majority of "ground" vehicles in the Known Galaxy, rely upon repulsor technology; primitive wheeled, hover and hydrocarbon burning engines are normally found only on the most primitive worlds, or on planets where repulsorlift isn't feasible due to random gravity and radiation fluctuations.

Many high speed repulsorcraft, such as airspeeders and cloud cars, use ion engine afterburners to boost performance and speed, making them superior to many spacecraft in atmospheric performance.

LANDSPEEDERS

Landspeeders are ground-based repulsorlift vehicles, common on planets around the galaxy. Most families and individuals own their own landspeeder, especially on non-urban worlds where there is very little public transportation.

Landspeeders are normally dependent only upon repulsorlift, although some competition and military models use ion engines for greater top-end speed. An average speeder flies around 200 kilometers per hour, although the fastest models can reach speeds in excess of 350 kilometers per hour. Speeders normally have a flight ceiling of less than five meters, so they are dependent upon smooth, well-groomed surfaces for smooth flight, such as natural flats, calm water or roads.

Landspeeders are built for many uses, including personal sport speeders, which are normally two-seater affairs, family speeders, with room for up to six passengers, and massive cargo or public transport speeders, which can carry hundreds of individuals and move several tons of cargo. They retain a significant sales edge over airspeeders due to their affordability.

UBRIKKIAN 9000 Z004

The Ubrikkian Industries 9000 Z004 landspeeder is an all-species adaptation of its Z001 model, which was designed for Ugors. It has the same spherical design and small frame of the Z001 but features greater interior comfort and more powerful engines, appealing to a much larger audience. Among young joyriders and fans of speed, the model has become known simply as the "Zeefour," and it sometimes appears in racing competitions that normally host only swoops and speeder bikes. The Zeefour focuses on speed and stability over altitude or carrying capacity. It has a maximum ceiling of 1.5 meters off the ground and can manage speeds of up to 300 kilometers per hour with little chance of tipping. Not only is its design compact and stable, but its computer-enhanced navigational and steering systems also aid the pilot in making difficult maneuvers.

Although the Zeefour is a major departure from traditional speeder design, it has proven successful enough to be imitated, and some scratch-modified Z001 speeders have been created to match its capabilities. All official models of the Zeefour-type speeder are civilian, but the enclosed capsule and high-powered engine lend themselves to paramilitary modifications, which typically include a layer of armor plating and a heavy blaster rifle.



■ UBRIKKIAN 9000

Z004

Craft: Ubrikkian 9000 Z004
Type: Sport speeder
Scale: Speeder
Length: 2.46 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Crew Skill: Varies widely
Passengers: 1
Cargo Capacity: 30 kilograms
Cover: Full
Altitude Range: Ground level-1.5 meters
Cost: 8,000 (new), 2,500 (used)
Maneuverability: 2D+1
Move: 105; 300 kmh
Body Strength: 1D+2

V-36 Courier

The V-36 courier is an extremely common, cheap, durable landspeeder designed for families and small businesses. Built by SoroSuub decades before the Clone Wars, the V-36 is a top seller until midway through the Galactic Civil War, when newer models finally end its long and successful run. Even then, the V-36 turns up regularly on fringe worlds (Luke Skywalker's Uncle Owen kept a V-36 for family business on his Tatooine moisture farm).

In addition to being durable and having a good cargo capacity for a private speeder, the courier is popular because it offers total cover to those inside. Although it lacks the armor for this feature to be of much military value, it does allow those who would rather not be seen coming and going an excuse to travel





incognito. Though no one normally bothers, it is possible to mount a small weapon turret on the vehicle's roof, tied to its scanner scope.

V-35 COURIER

Craft: SoroSuub V-35 Courier

Type: Landspeeder

Scale: Speeder

Length: 3.8 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 2

Cargo Capacity: 120 kilograms

Cover: 1/4 (top pilot), 3/4 (passengers)

Altitude Range: Ground level-1.5 meters

Cost: 8,500 (new), 1,500 (used)

Maneuverability: 1D+2

Move: 40; 120 kmh

Body Strength: 2D

X-34 Landspeeder

One of the most popular models of civilian speeders is the SoroSuub X-series, which can attain a maximum altitude of 1.5 meters. It is a durable two-person craft that features holographic displays, computer-assisted navigation, and counterbalances for a stable ride over rough terrain. (Luke Skywalker used an X-34 landspeeder on Tatooine in Episode IV.)

X-34 LANDSPEEDER

Craft: SoroSuub X-34 Landspeeder Ground Vehicle

Type: Landspeeder

Scale: Speeder

Length: 3.4 meters

Skill: Repulsorlift operation: landspeeder

Crew: 1

Passengers: 1

Cargo Capacity: 10 kilograms

Cover: 1/2

Altitude Range: Ground level-2 meters

Cost: 10,550 (new), 2,500 (used)

Maneuverability: 2D

Move: 115; 330 kmh

Body Strength: 2D



SPEEDER BIKES

These vehicles fill the need for small, fast personal transportation, and appeal both to youngsters around the galaxy and the military. They are normally single or two person craft, emphasizing speed and maneuverability over safety and protection.

Aratech 74-Z Speeder Bike

The 74-Z is a basic speeder bike designed for military scouting and urban patrol missions. It consists of a powerful repulsorlift engine with two small thrust engines, a long forward control vane, and a small blaster cannon in a rotating forward mount. It is designed for a single pilot but has room for a passenger as well—both straddling the engine block of the vehicle.

ARATECH 74-Z MILITARY SPEEDER BIKE

Craft: Aratech 74-Z Military Speeder Bike

Type: Speeder bike

Scale: Speeder

Length: 3 meters

Skill: Repulsorlift operation: speeder bike

Crew: 1

Cargo Capacity: 3 kilograms

Cover: 1/4

Altitude Range: Ground level-25 meters

Cost: 6,750 (new), 1,200 (used)

Maneuverability: 3D+2

Move: 175; 500 kmh

Body Strength: 2D

Weapons:

Laser Cannon

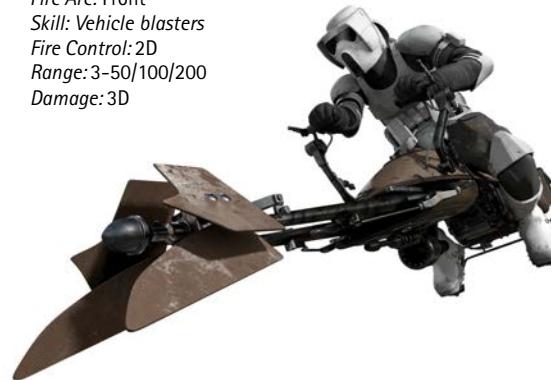
Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 3-50/100/200

Damage: 3D



Nightfalcon Speeder Bike

Appealing to civilians, racers, and the military, one of Ikas-Adno's most popular vehicles is the 22-B Nightfalcon speeder bike. Marketed as a fast and sturdy bike, the Nightfalcon can be seen throughout the galaxy in a wide variety of roles, including personal transport, racing bike, and scouting speeder. Although not faster or stronger than Aratech's 74-Y or 74-Z speeder bikes, the 22-B Nightfalcon offers a combination of speed and strength that attracts the attention of both civilians and the military.

IKAS-ADNO NIGHTFALCON

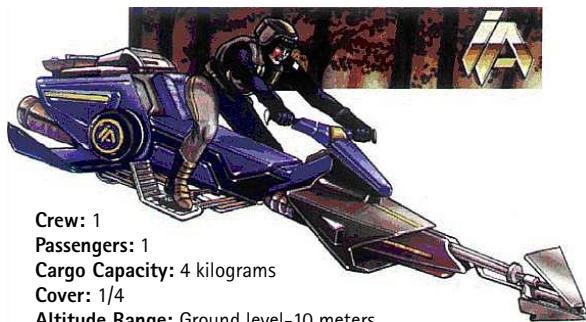
Craft: Ikas-Adno 22-B Nightfalcon

Type: Speeder bike

Scale: Speeder

Length: 4.87 meters

Skill: Repulsorlift operation: speeder bike



Crew: 1
Passengers: 1
Cargo Capacity: 4 kilograms
Cover: 1/4
Altitude Range: Ground level–10 meters
Cost: 6,250 (new), 1,000 (used)
Maneuverability: 3D+1
Move: 160; 400 kmh
Body Strength: 1D+2
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 30-50/100/200
Damage: 4D

Razalon FC-20

One device the Sith apprentice Darth Maul relied on was a Razalon Speeder Bike, a small, lightweight vehicle noted for its quiet operation. Its distinctive U-shape design made the vehicle a comfortable ride and easy to operate.

RAZALON FC-20

Craft: Razalon FC-20 Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 1.5 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level–0.8 meters
Cost: 4,000 (new), 1,000 (used)
Maneuverability: 2D+2
Move: 60; 180 kmh
Body Strength: 2D
Note: Passive sound dampers dramatically reduce noise, adding +2D to the difficulty to detect the speeder bike by sound.



Single Trooper Aerial Platform (STAP)

Designed specifically for OOM-Series and B1-Series battle droids by Baktoid Armor Workshop, the Single Trooper Aerial Platform (or STAP) is a swift, agile weapons platform held aloft on repulsorlifts. The STAP is really little more than a variant of the speeder bike, built to accommodate a battle droid rider. The Trade Federation employs entire squadrons of STAPs for scouting, patrols, and light anti-personnel support, though several of them working in concert can wreak havoc on entrenched opponents or deliver battle droid troops behind enemy lines, where they can dismount and attack enemies from the rear.



STAP

Craft: Baktoid Armor Workshop STAP-1
Type: Single trooper aerial platform
Scale: Speeder
Length: 1.9 meters
Skill: Repulsorlift operation: STAP
Crew: 1
Crew Skill: Repulsorlift operation 4D; vehicle blasters 4D
Passengers: None
Cargo Capacity: None
Cover: 1/4
Altitude Range: Ground level–20 meters
Cost: Not available for sale
Maneuverability: 3D
Move: 140; 400 kmh
Body Strength: 1D
Weapons:
2 Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-400/900/3 Km
Damage: 4D

SWOOPS

Swoops are a very advanced development in repulsorlift vehicles – they achieve incredibly high speeds through a combination of repulsorlift and ion engine power, while completely sacrificing any protection.

They are much more difficult to pilot than speeder bikes, but in the hands of an expert, are much more effective, especially in high speed chase situations. Swoop racing is popular in the Core systems, where they are viewed as more refined than the extremely dangerous Podraces.

Air-2 Racing Swoop

A design of swoop first introduced by TaggeCo during the Clone Wars, the Air-2 racing swoop saw huge sales in its first few decades of production because Podracing had recently been outlawed, replaced on many worlds by swoop racing. Balanced to have just enough power and mass for sport flying, the Air-2 has an impressive top speed of 700 kilometers per hour and a



1-kilometer flight ceiling. The swoop quickly became popular with racers, joyriders, and gang members, but it suffered from an image problem due to its relatively short frame and stubby appearance.

When longer, sleeker swoops were introduced as competition, sales of the Air-2 declined.

The Air-2 requires skilled piloting. It has controls for both hands and both feet, and the pilot must shift his weight to perform many maneuvers. This coordination can be difficult for an unskilled pilot. However, the lack of complex computer controls or droid ports simplifies repairs, making the swoop popular on harsh planets where more delicate speeders suffer regular breakdowns.

The basic design of the Air-2 racing swoop has been copied and modified by dozen of companies; SoroSuub even has a model also called the Air-2. As a result, it's not unusual to find similar swoops with minor differences, such as a second seat for passengers, slightly decreased speed coupled with extra cargo capacity, or heavier armor and a lower flight ceiling. Unlike many other swoop and speeder designs, the Air-2 is almost never armed. Its small size, tricky handling, and lack of spare power make it impossible to mount weapons heavier than pilots can carry on their persons.

AIR-2 RACING SWOOP

Craft: TaggeCo Air-2 Racing Swoop
Type: Swoop
Scale: Speeder
Length: 2.35 meters
Skill: Swoop operation
Crew: 1
Crew Skill: Varies
Passengers: None
Cargo Capacity: 1.75 kilograms
Cover: 1/4
Altitude Range: Ground level–1 km
Cost: 7,000 (new), 2,500 (used)
Maneuverability: 2D+1
Move: 242; 700 kmh
Body Strength: 1D+1

Flare-S Swoop

The Mobquet Flare-S is considered by many to be the perfect swoop bike. After the New Order outlawed Podracing, those who wanted to engage in high-speed, high-risk sports turned to swoop racing, and the Flare-S quickly became the most common swoop bike on the race circuit. The Flare-S is extremely powerful, has a maximum altitude of 350 meters (it can be modified with a Moderate to Difficult *repulsorlift repair* check to reach an altitude of several kilometers), and is much faster than standard speeder bikes. It is also extremely dangerous to fly, with few safety systems. Professional swoop racers sometimes add deflectors to their bikes, but doing so is an expensive modification, running 20,000 credits, and rarely saves lives.

The Flare-S is also popular with gangs, mercenaries and bounty hunters. A "swoop culture" of high-risk, stunt-oriented behavior exists on many worlds, and the dividing line between



amateur swoop racers and criminally minded swoop gangs is often fuzzy. The Flare-S has sufficient power to mount heavy weapons (though not in addition to deflectors) and is sturdy enough that many survive longer than their riders.

FLARE-S

Craft: Mobquet Flare-S Swoop
Type: Swoop
Scale: Speeder
Length: 2.5 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level–350 meters
Cost: 5,750 (new), 1,500 (used)
Maneuverability: 4D+2
Move: 225; 650 kmh
Body Strength: 1D+1

ARMORED ASSAULT VEHICLES

These heavily armored vehicles use repulsorlifts to move about the battlefield. Although not maneuverable, they pack incredible firepower and can safely transport teams of troops into hostile territory.

AAT-1

The Trade Federation uses AAT-1s propelled by heavy repulsorlifts on the front lines of a battlefield to soften up the enemy before deploying waves of battle droids.

AAT-1

Craft: Baktoid Armor Workshop Armored Assault Tank-1
Type: Armored assault tank
Scale: Walker
Length: 9.75 meters
Skill: Repulsorlift operation: AAT-1
Crew: 1 pilot droid, 2 gunner droids, 1 commander droid
Crew Skill: 4D in all applicable skills
Passengers: 6 battle droids (using handholds on the exterior of the tank)
Cargo Capacity: 500 kilograms



Cover: Full (None for exterior passengers)

Altitude Range: Ground level-4 meters

Maneuverability: 1D

Move: 21; 60 kmh

Body Strength: 6D

Weapons:

Heavy Laser Cannon

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-500/1/2 Km

Damage: 5D

8 Light Repeating Laser Cannons (fire separately)

Fire Arc: Front

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 1D

Range: 3-50/120/300

Damage: 4D

6 Shell Launchers

Fire Arc: Front

Skill: Missile weapons

Fire Control: 0D

Range: 100/200/400

Damage: 3D (2-meter radius)

Game Notes: If attacked from the rear, the AAT only has an effective Body Strength of 2D due to the thinness of the rear armor (to allow for ventilation of the power plant). If the AAT suffers a damage result of Heavy or higher from a rear attack, the power plant will explode within 2D turns.

Secondly, the AAT's electrical systems are poorly shielded. If damage from ion weapons (or Gungan energy balls) exceeds the AAT's Body roll by more than 9 points, the electrical system shorts out. As a result, the AAT shuts down and will not function again until the electrical system is completely replaced.

Multi-Troop Transport

Baktoid Armor Workshop designs and manufactures the Multi-Troop Transport (MTT) for the Trade Federation's battle droid security forces long before the Clone Wars. Although equipped with only minimal weaponry, the MTT is heavily armored, allowing it to plow through troops or light vehicles to reach its

deployment point. To facilitate rapid deployment, the engineers at Baktoid Armor Workshop developed a hydraulic storage rack that could not only stack 112 B1-Series battle droids (compressed into a convenient boxlike shape) in the MTT's cargo bay, but also deploy them directly onto the battlefield in less than one minute. A variant of the MTT, the Multi-Utility Transport, lacks the Mr's weaponry and has a top speed of only 25 km/h, but carries up to 20 tons of cargo.

MULTI-TROOP TRANSPORT

Craft: Baktoid Armor Workshop Multi Troop Transport

Type: Heavy armored troop transport

Scale: Walker

Length: 31 meters

Skill: Repulsorlift operation: MTT

Crew: 1 pilot droid, 1 gunner droid

Crew Skill: 4D in all applicable skills

Passengers: 100 Infantry Battle Droids, 10 Security Battle Droids, 2 Commander Battle Droids

Cargo Capacity: 10 kilograms

Cover: Full (None for exterior passengers)

Altitude Range: Ground level-4 meters

Maneuverability: 0D

Move: 12; 35 kmh

Body Strength: 4D

Weapons:

2 Dual Blaster cannons (fire-linked)

Fire Arc: Front

Skill: Vehicle blasters

Fire Control: 2D

Range: 50-400/900/3 Km

Damage: 3D+2

Game Notes: If attacked from the rear, the MTT only has an effective Body Strength of 1D due to the thinness of the rear armor (to allow for ventilation of the power plant). If the MTT suffers a damage result of Heavy or higher from a rear attack, the power plant will explode within 2D turns. The explosion will destroy any droids and/or characters on board and completely gut the MTT.

AIRSPEDERS

Airspeeders are personal transport vehicles designed for speed and maneuverability. While specific models have different capabilities, airscreeds as a general class range from low-level vehicles to high-altitude vehicles that can travel up to 25 kilometers above ground level; most airscreeds have a flight ceiling of less than 250 meters, deriving maximum lift from the atmosphere and without the need for pressurized pilot's compartments.

Airscreeds are superb "hit-and-run" combat vehicles, with top-end speeds exceeding 900 kilometers per hour. Airspeeders are sleek and aerodynamic, and use mechanical control flaps for high-speed turns without loss of speed. Because of these capabilities, they are fairly difficult to track with targeting computers, and while not as sturdy as cloud cars, they are far more difficult to hit, especially with slow-response artillery weapons.

Airscreeds are considered sport and speed vehicles, and so have a notoriously low cargo capacity, and are only capable of carrying one to two people. Civilian airscreeds are often carefully regulated, except on frontier worlds, simply because these vehicles are very dangerous in the hands of untrained novices (there are many horror stories of these vehicles getting away from a new pilot and plunging into a crowd of spectators or houses). Local governments, law enforcement agencies, and even the Rebel Alliance/New Republic forces use many modified varieties of airscreeds, because they are cheap and reliable



defense craft, and can easily carry a number of powerful weapons. Although the conversion process for demanding environments can be tricky, once the vehicles are flight-worthy, they require much less maintenance than cloud cars.

Incom T-47I Airspeeder

The T-47I is an old, but popular, model of airspeeder based on Incom's popular basic T-47 model. It's noted for both speed and maneuverability. While it has been out of production for nearly a decade at the time of the rebellion, it remains a favorite of adolescents and young adults because it is easy to maintain, spare parts are readily available and it can easily be modified for greater speed.

■ INCOM T-47I AIRSPEEDER

Craft: Incom T-47I Airspeeder (civilian)
Type: Airspeeder
Scale: Speeder
Length: 4.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Crew Skill: Varies widely
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level–250 meters
Cost: 38,000 (new), 10,000 (used)
Maneuverability: 3D
Move: 225; 650 kmh
Body Strength: 2D



LAAT/i Gunship

The LAAT/i was a repulsorlift infantry transport capable of carrying up to thirty troopers. Secondary functions included reconnaissance, direct fire support, search-and-recovery, and low-altitude air-to-ground and air-to-air strikes against vehicles ranging from airspeeders to starfighters.

In addition to its trooper complement, housed on a deckplate protected by drooping wings and a sliding side door, the LAAT/i could carry four military speeder bikes in an aft-deploy-

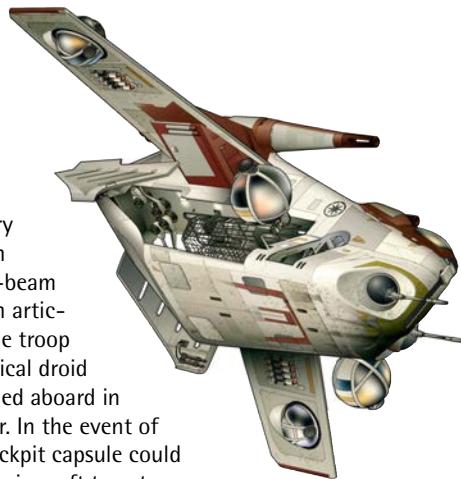
able rack. The crew complement comprised a clone trooper pilot and co-pilot/forward gunner in the hunchbacked cockpit, and two auxiliary gunners stationed in pinpoint composite-beam turrets extending on articulated arms from the troop cabin. An IM-6 medical droid was commonly carried aboard in an emergency locker. In the event of emergencies, the cockpit capsule could separate from the main craft to act as an escape pod.

The LAAT/i was a fully armed gun platform, with a complete arsenal of weaponry that consisted of three anti-personnel laser turrets, two forward-facing, one covering the stern hatch; two top-mounted mass-driver missile launchers fed by rear-mounted ordnance belts and commonly loaded with short-range homing missiles, HE (high explosive), HEAP (high explosive armor-piercing), and APF (anti-personnel fragmentation) rounds; four composite-beam, pin-point laser turrets, (on some models, the slot for these balls were interchangeable with floodlights) two of which were automated bubble-turrets located on either wing; and eight light air-to-air rockets stowed on the underside of each wing.

Infantry gunships were equipped with atmospheric containment shielding and could be deployed from space, yet could not reach orbit altitude without a carrier vessel. The LAAT/i's optimal fighting range was in the lower atmosphere, where they could reach speeds in excess of six hundred kilometers per hour. A single Acclamator-class assault ship could carry up to eighty LAAT-series gunships, while a Venator-class Star Destroyer had space for half that complement. The LAAT/i was highly effective but lacked large amounts of armor making it a vulnerable target.

■ LAAT/I GUNSHIP

Craft: Rothana Heavy Engineering LAAT/i Attack Gunship
Type: Airspeeder
Scale: Speeder
Length: 17.4 meters
Skill: Repulsorlift operation: LAAT/i Attack Gunship
Crew: 6
Crew Skill: All skills typically at 6D
Passengers: 30 (troops)
Cargo Capacity: 2 tons
Cover: Full
Altitude Range: Up to near orbit
Cost: 65,000 (new), 40,000 (used)
Maneuverability: 2D+1
Move: 216; 620 kmh
Body Strength: 4D
Weapons:
2 Mass Driver Missile Launchers (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50–250/1/3 Km
Damage: 6D



3 Anti-Personnel Laser Cannons (fire separately)

Fire Arc: Partial Turret (1 front/right/left, 1 front / right / rear, 1 front / left / rear)
Skill: Vehicle blasters
Scale: Character
Fire Control: 0D
Range: 3-50/200/400 m
Damage: 8D

4 Composite Beam Pinpoint Laser Turrets (fire separately)

Fire Arc: Turret
Skill: Vehicle blasters
Fire Control: 2D
Range: 10-75/150/300 m
Damage: 4D

2 Rocket Launchers (4 missiles each)

Fire Arc: Front
Skill: Missile weapons
Fire Control: 1D
Range: 2 Km
Damage: 5D

Cargo Capacity: 10 kilograms

Cover: Full
Altitude Range: Ground level-250 meters
Cost: 50,000 (used only; black market only)
Maneuverability: 3D
Move: 350; 1,000 kmh
Body Strength: 3D
Weapons:

Double Laser Cannon (fire-linked)

Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/800/1.5 km
Damage: 4D+2

Power Harpoon

Fire Arc: Rear
Crew: 1 (co-pilot)
Skill: Missile weapons
Fire Control: 2D
Range: 25-50/100/200
Damage: 3D (none if tow cable and fusion disk are used)

Rebel Alliance Combat Airspeeder

The Rebel Alliance combat airspeeder has seen extensive use throughout the military forces of the Alliance – they were cheap to manufacture, reliable and sturdy, and produced excellent speed and firepower. The Alliance often modified their speeders for specific terrain – speeders for cold environments were "snowspeeders," those for hot, dry planets were "sand-speeders," and those for jungle and other moist worlds are called "swampspeeders."

The infamous Battle of Hoth pitted Alliance snowspeeders against Imperial AT-AT walkers, and amazingly enough, a crafty tactic devised by Commander Luke Skywalker allowed the speeders to topple several of the fearsome Imperial battle vehicles, despite not having blasters powerful enough to penetrate the walkers' armor.

The two person cockpit has the pilot facing forward, while the co-pilot faces backward and is responsible for the operation of the power harpoon, in addition to normal co-piloting responsibilities.

REBEL ALLIANCE COMBAT SNOWSPEEDER

Craft: Rebel Alliance Combat Snowspeeder (custom-designed frame and powerplant)
Type: Modified combat airspeeder
Scale: Speeder
Length: 5.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1, gunners: 1 (can coordinate)
Crew Skill: Varies widely

CLOUD CARS

Cloud cars are medium and high-atmosphere vehicles which utilize a combination of repulsorlift and ion engine propulsion for speed. They are capable of achieving speeds in excess of 1,500 kilometers per hour, with cruising heights ranging from a few kilometers up to near-space heights of over 100 kilometers.

On standard worlds, they are used as high-altitude patrol and defense craft, keeping incoming ships and super-atmospheric transports in appropriate landing corridors. There are few private owners of cloud cars because of their expense and limited utility.

The major manufacturer of cloud cars is Bespin Motors. Due to Cloud City's unusual location, in the heart of a gas giant, cloud cars are common transportation there, since standard repulsor vehicles don't have the appropriate altitude range to be of use on the planet. Bespin Motors has designed a large number of pleasure craft, air taxis, and other personal vehicles for use on Bespin, although they are of very limited popularity on other worlds.

Storm IV Twin-Pod Cloud Car

The Storm IV twin-pod cloud car is typical of the capabilities of most cloud cars, though its double-cockpit arrangement is unusual. Bespin Motors first developed the model as a patrol vehicle for Cloud City security forces. When the Storm IV proved successful, the company began producing models for export, and others have since designed their own versions of cloud cars.

BESPIN MOTORS STORM IV

Craft: Bespin Motors Storm IV
Type: Twin-Pod Cloud Car
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: cloud car
Crew: 1, gunners: 1 (can combine)
Crew Skill: Varies widely
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: 50-100 km





Cost: 75,000 (new), 28,000 (used)

Maneuverability: 2D+2

Move: 520; 1,500 kmh

Body Strength: 4D

Weapons:

Double Blaster Cannon (fire-linked)

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Vehicle blasters

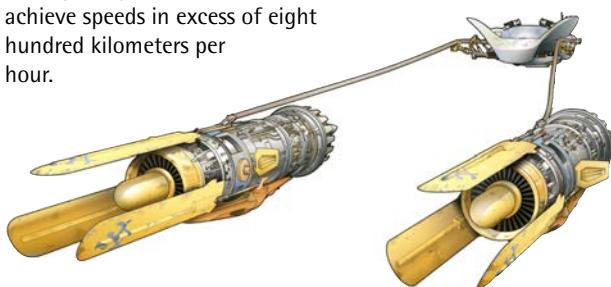
Fire Control: 1D

Range: 50-400/900/3 km

Damage: 5D

PODRACERS

A Podracer, or "pod," is essentially a one-pilot cockpit attached to two racing engines via strong cables. The special engines for these craft traditionally come in one of two varieties of mechanical action: internal combustion engine types or rocket motor types. At a distance, one can differentiate engines from motors by noting if there are rotating fan/turbines at the front of the craft (engines had large rotating fans, motors lacked them). Energy binders projected from each engine connected both turbines together, forming a loose triangular configuration with the pod itself, dragged behind the engines, at the highest point. A racer can commonly achieve speeds in excess of eight hundred kilometers per hour.



RADON-ULZER PODRACER

Craft: Radon-Ulzer 620C

Type: Pod racer

Scale: Speeder

Length: 7 meters

Skill: (A) Podracer operation

Crew: 1

Passengers: None

Cargo Capacity: 5 kilograms

Cover: 1/2

Altitude Range: Ground level-105 meters

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

Maneuverability: 1D

Move: 325; 945 kmh

Body Strength: 2D

SAIL BARGES

Sail barges are massive vehicles that are long on luxury and short on practicality. They feature massive sails, as a throwback to the legendary days of early planetary explorers, and are covered with gaudy ornamentation. They are normally used as pleasure craft, vacation vessels and touring vehicles, able to cross any smooth, rolling, or flat surface. They are slow (they seldom travel faster than 100 kilometers per hour, and most have to struggle to reach that speed), and have a low flight ceiling (normally less than 10 meters).

Ubrikian Luxury Sail Barge

The Ubrikian sail barge is a luxury vessel primarily used as a touring craft, for entertaining, or as vacation complexes. They regularly traverse sand, water, and ice seas, providing passengers with the comforts of an expensive hotel while moving across exotic terrain. One company known for its sail barge vacation packages is Galaxy Tours (a subsidiary of Star Tours). Sail barge cruises are expensive, usually undertaken only by wealthy businessmen, planetary royalty, or high-ranking officials. Of course, Jabba the Hutt owned a Ubrikian Sail Barge, which he used has his personal pleasure craft.

SAIL BARGE

Craft: Ubrikian Luxury Sail Barge

Type: Sail barge

Scale: Walker

Length: 30 meters

Skill: Repulsorlift operation: sail barge

Crew: 26, gunners: 1, skeleton: 10/+10

Crew Skill: Varies widely

Passengers: 500

Cargo Capacity: 2,000 metric tons

Cover: Full

Altitude Range: Ground level-10 meters

Cost: 285,000 (new), 150,000 (used)

Move: 35; 100 kmh

Body Strength: 2D

Weapons:

Heavy Blaster Cannon

Fire Arc: Turret

Crew: 1

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 1D

Range: 50-100/500/1 Km

Damage: 3D



SKIFFS

Skiffs are used for any large cargo and relatively low-speed and low-altitude transportation. They tend to be slow and clumsy, and can be easily operated, even by low intelligence labor droids.

Bantha-II Cargo Skiff

The Bantha-II is a typical heavy cargo speeder, little more than a platform with a railing around it. Though slow by the standards of most speeders, its simple controls and heavy lifting capacity make it effective as a cargo carrier and mid-range transport. The skiff's open deck makes it easy to load, and its long, lean frame allows it to move into tight spaces and close to loading docks. However, the skiff's large maneuvering vanes, which are easy to damage, make the Bantha-II unpopular for use in crowded cities and on industrialized planets.

Although the skiffs lack the armor and durability to serve as true military vehicles, they can be used as troop carriers, moving infantry close to a battle without coming directly under fire. Some crime lords and gangs mount defensive plates and heavy weapons on skiffs for intimidation purposes (reducing the top speed to 200 kilometers per hour), but these modified skiffs are effective only in nonmilitary conflicts, such as providing cover for smuggler operations or threatening lightly armed civilians. More creative crime lords sometimes add theatrical enhancements, such as extending planks for executions and imposing mastheads of mythological creatures.

Modified versions of the Bantha-II adapt the skiff to the environments of specific worlds. On planets with toxic fumes or dangerous plant life, the skiffs might have enclosed pilothouses and decks to grant life support to passengers. Aquatic skiffs can float on the surface of a lake or river even when unpowered and feature spray-screens to keep passengers dry in a downpour or in whitewater rapids. Skiffs used on desert worlds are equipped with screens and cooling vents to keep them operational during sandstorms.

CARGO SKIFF

Craft:	Ubrikkian Bantha II Cargo Skiff
Type:	Cargo skiff
Scale:	Speeder
Length:	9 meters
Skill:	<i>Repulsorlift operation: cargo skiff</i>
Crew:	1
Passengers:	16
Cargo Capacity:	120 metric tons
Cover:	1/2
Altitude Range:	Ground level–50 meters
Cost:	8,000 (new), 3,000 (used)
Move:	70; 200 kmh
Body Strength:	1D



GROUND VEHICLES

The Republic found walkers to be more useful than repulsor vehicles in many engagements, and the Empire took to them as their primary heavy land units. As the New Order first started transitioning from the Grand Army of the Republic to the Imperial Army, numerous new walker designs were tried, many of which proved too expensive for long-term use. In order to fill the need for heavy assault ground vehicles, the Empire often used wheeled and tracked (relics of the Clone Wars) to supplement their forces.



A5 Juggernaut

Smaller and older than the A6 Juggernaut that dominated the battlefields of closing days of the Clone Wars, the A5 Juggernaut is a 10-wheeled, heavily armored assault vehicle that continues to see use in many Imperial forces despite its age. Wherever an AT-AT or similar heavy walker isn't available, an A5 is used as a replacement. Though faster than an AT-AT, the A5 is less maneuverable (especially in rough terrain), slightly less resistant to damage, and requires a larger crew. It also mounts slightly lighter weapons, and it lacks the power generation to upgrade to lasers as powerful as those on an AT-AT. Despite these shortcomings, an A5 is a dangerous and versatile combat vehicle. It can effectively spearhead a ground assault, act as a mobile command center, engage in hit-and-run raids, and even act as an antiaircraft battery when engaging airspeeders or low-flying starfighters.

Though the Empire owns more A5s than anyone else, as the years pass and the Empire retires and replaces them, other groups begin picking them up. Many Imperial A5s are left as smoking wrecks on battlefields, and while it's not worth the Empire's time or money to recover and repair them, crime cartels, major corporations, and insurgent groups are willing to go to much greater lengths to acquire such a powerful ground unit.

A5 JUGGERNAUT

Craft: Kuat Drive Yards' HAVw A5 Juggernaut
Type: Heavy assault vehicle
Scale: Walker
Length: 21.8 meters
Skill: *Ground vehicle operation: Juggernaut*
Crew: 2; gunners: 6
Crew Skill: *Ground vehicle operation 4D+2, missile weapons 4D, vehicle blasters 4D+1*
Passengers: 50 (troops)
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 70; 200 km/h, slows to 8; 25 km/h when turning
Body Strength: 5D
Weapons:

- 3 Heavy Laser Cannons
 - Fire Arc:* 1 turret*, 1 left, 1 right
 - Crew:* 2
 - Skill:* *Vehicle blasters*
 - Fire Control:* 2D
 - Range:* 50-50/1/2 Km
 - Damage:* 6D

* **Note:** The Juggernaut's heavy laser cannon turret can turn to face the left, front and right fire arcs only. It may move the turret one fire arc per turn (from left to front, right to front, front to right or front to left).

Medium Blaster Cannon

Fire Arc: Turret
Crew: 1
Skill: *Vehicle blasters*
Fire Control: 1D
Range: 50-250/750/1.5 Km
Damage: 4D

1 Concussion Grenade Launchers

Fire Arc: Turret
Crew: 1
Skill: *Missile weapons*
Fire Control: 1D
Range: 50-100/250/500
Damage: 8D+1

HOVER VEHICLES

Hover vehicles generate a cushion of air below the craft for travel over various types of terrain. Hovercraft are generally unwieldy, but they are used on many primitive worlds and are sometimes used for specific military applications. They are also used on planets with unusual gravitational fluctuations or other quirks which interfere with repulsorlift operation.

Waveskimmer

The Waveskimmer is an effective dedicated aquatic combat hover vehicle. While not intended to replace the AT-AT swimmer, the Waveskimmer, or "Wave Walker", is most useful for augmenting an existing Imperial presence. The Waveskimmer is a surface craft allowing great speed and mobility. The vehicle is based on an augmented AT-AT walker frame, although specially modified for water combat. The biggest difference is the propulsion system – the Waveskimmer is not a walker at all. The vehicle rests on two pontoon-like stabilizers on the ends of flattened booms. These booms are based on the same variable geometry servo-motors used in some snubfighters and the Lambda-class shuttle. The booms are equipped with micro-

repulsorlift generators for stability, drive and maneuvering. In the flattened position, the whole body floats on the surface of the water and troops can either drop directly through the bottom hatch to evade notice, or depart or unload equipment through a back cargo door.

When the Waveskimmer begins to move forward, the surface tension of the water creates a virtual solid surface, eliminating the instability suffered by traditional boats. The repulsor units keep it a few centimeters above the surface of the water. As it gains speed, the support booms lock into position, lifting the whole body out of the water until only the pontoons are near the surface. This allows a great rate of speed. The vehicle has proven remarkably effective in assault duty.

WAVESKIMMER

Craft: Waveskimmer
Type: Attack hydrofoil
Scale: Walker
Length: 14 meters
Skill: *Hover vehicle operation: Waveskimmer*
Crew: 3; gunners: 2
Crew Skill: *Vehicle blasters 5D, hover vehicle operation 4D*
Passengers: 28 (troops)
Cargo Capacity: 1 metric ton
Cover: Full
Cost: Not available for sale (285,000 credits on the invisible market)
Maneuverability: 1D
Move: 55; 160 km/h
Body Strength: 3D
Weapons:

2 Medium Blaster Cannons

Fire Arc: 1 front/left*, 1 front/right*

*The blaster cannon can only be turned to one facing per round.
Crew: 1 (co-pilot)
Skill: *Vehicle blasters*
Fire Control: 1D+1
Range: 50-350/1/1.5 Km
Damage: 4D

2 Light Blaster Cannons

Fire Arc: 1 front, 1 back
Crew: 1
Skill: *Vehicle blasters*
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D

2 Concussion Torpedo Launchers (fire-linked)

Fire Arc: Front
Crew: 1 (co-pilot)
Skill: *Missile weapons*
Fire Control: 1D
Range: 10-500/1/2 Km
Damage: 3D



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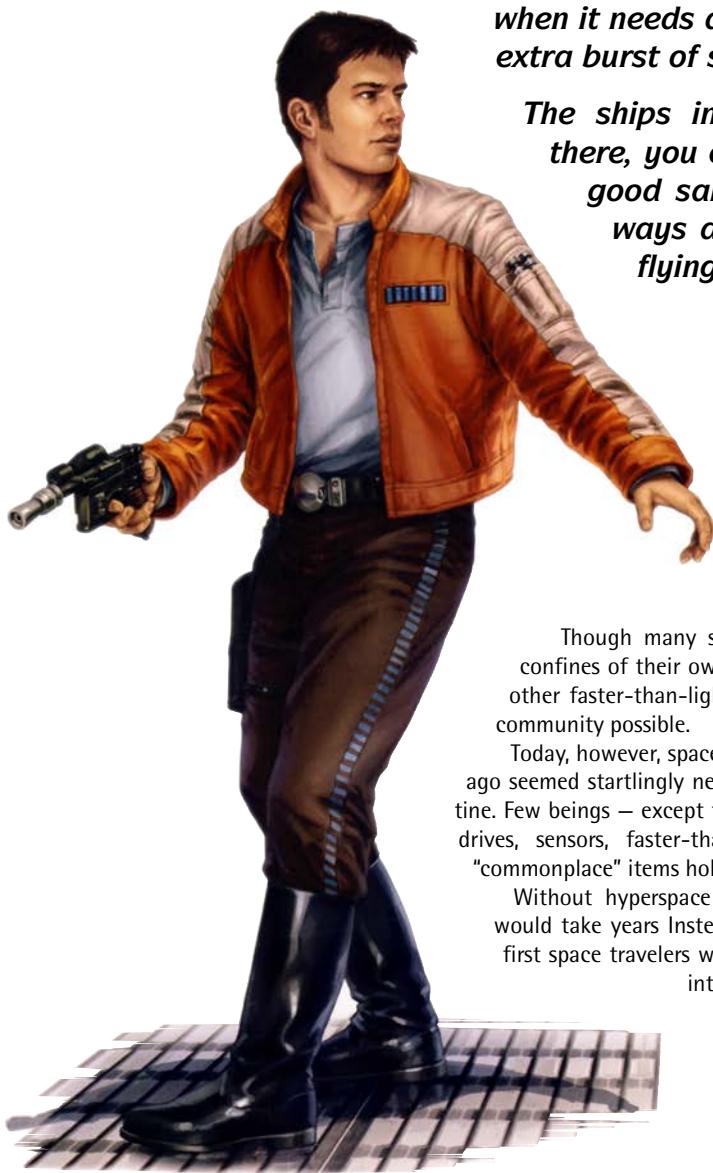
CHAPTER TWENTY-ONE

STARSHIPS

A starship's a lot more than a collection of nuts and bolts and wires. When you're soaring past some dead moon and all of a sudden a swarm of pirates is on your tail, suddenly it's your mother, your brother and your best friend. In fact, it's better than that... a good ship will go where you want it to, do what you ask of it, and best of all, never ask to borrow money.

Like any other piece of hardware, treat your ship right and it'll treat you right. And don't be surprised if it almost shows off a "personality" of its own one day. Pretty soon, you'll know how much it can give, when to baby it, and when it needs a good, solid whack to coax that last extra burst of speed out of it.

The ships in this section aren't all that's out there, you can bet on that. But they're a pretty good sample of the sort that fill the spaceways and, if you're lucky, maybe you'll be flying one soon.



SPACECRAFT SYSTEMS

Almost without exception, every species has yearned to leave the confines of its tiny planet and explore the vast reaches of space. On these planets, achieving this dream has been the single most important advancement in the civilization's history, often spelling the difference between survival and extinction, between boundless growth and eternal stagnation.

Though many species had achieved sublight flight and explored the confines of their own planetary systems, the development of hyperdrive (or other faster-than-light technologies) made the first steps toward a galactic community possible.

Today, however, space travel is part of everyday life. What thousands of years ago seemed startlingly new and fascinating — almost magical — now seems routine. Few beings — except those from primitive worlds — think twice about hyperdrives, sensors, faster-than-light travel, or life support systems. But these "commonplace" items hold the galactic community together.

Without hyperspace technology, travel from one star system to another would take years instead of a few hours or days. In fact, in ancient days the first space travelers were put into cybernetic hibernation to make even short intrasystem flights so that they would not have to face the years — even decades — of boredom that space travel entailed. With the development of hyperdrive technology, though, the need for cybernetic hibernation became a thing of the past.

But it was not only hyperdrive which opened the galaxy: other inventions were needed to safely get from place to place. Without the sensors aboard even the smallest starships, travel at sublight speeds would be dangerous to the point of suicidal, and of course, hyperspace travel would be impossible. In addition, the development of a galaxy-wide industrial-based economy would have been impossible without advanced sensing technology: sensors allowed the exploration of the galaxy and expedient isolation of valuable raw materials.

Life support systems that allow space travelers to survive the vacuum of space are indispensable. When crossing the void, one is plying an environment that is totally hostile to all but the most primitive life forms. Fortunately, life support systems are now so reliable and efficient that travelers seldom consider the consequence of system failure.

To a space traveler from another, less developed galaxy, the Empire's weapons of war would probably appear to be miracles as well. The standard blaster or laser cannon would be devastating, powerful magic. Again, the people of the Empire have lived with these wonders for so long that they are now commonplace.

In the final analysis, the fabric of the galactic community is bound together by cords of high technology.

HYPERDRIVES

The hyperdrive is a miracle of technology. For over a thousand generations, it has bound the galaxy together. Powered by incredibly efficient fusion generators, hyperdrive engines hurl ships into hyperspace, a dimension of space-time that allows faster-than-light travel. The theories and realities of hyperspace travel are understood by few but highly-trained hyperspace technicians in the astrophysics communities, and even they admit that certain aspects remain a mystery.

Certain things are clear, though. Hyperspace is coterminous with realspace: each point in realspace is associated with a unique point in hyperspace, and adjacent points in realspace are adjacent in hyperspace. In other words, if you travel "north" in realspace then jump to hyperspace, you'll be heading "north" in hyperspace as well. Objects in realspace have a "shadow" in hyperspace. That is, there is a star (or star-like object) in hyperspace at the same location as it occupies in realspace, and this is a danger to those traveling in hyperspace. Colliding with even the smallest objects at hyperspace velocities is often deadly.

This is why astrogation and astrogation computers are so important, and why they are standard aboard most hyperdrive-equipped ships. Careful calculations must be made to assure that a hyperspace-traveling ship doesn't smash into a planet or star while hurtling through this dimension; only the desperate – or foolhardy – attempt hyperspace jumps without up-to-date astrogation charts and astrogation droids or computers.

Many droids and astrogation computers used on starfighters are capable of containing data for only one hyperspace jump at a time; others, such as the Rebel Alliance Y-wing, can hold up to ten jumps without being reprogrammed.

Larger starships, such as Imperial Star Destroyers and similar models, have large on-board astrogation computers capable of virtually unlimited jump calculations and actually store jump coordinates for almost every foreseeable destination the ship may wish to reach.

Even with sophisticated astrogation machines, mistakes are not uncommon. There are millions of stars in the galaxy, and billions of planets (not to mention asteroids and other debris), and space is not static – what was a safe course a few days ago may now be filled with debris from an exploded starship or collision between larger bodies. Authorities estimate that the locations of more than 90 percent of all large bodies in the galaxy are *unknown!* With all these variables, even the largest, most sophisticated computers, operated by the most experienced astrogators can plot a fatal path through hyperspace – even along well-traveled routes. While it is possible to change course while in hyperspace, this tactic is especially dangerous – the most minor error can send a ship careening thousands of light years off course.

Still, space is largely empty. Millions of jumps are made daily – only a small fraction fail.

SUBLIGHT DRIVES

Sublight drives move spacecraft through realspace. These engines provide more energy output than repulsorlift engines – which, since they require a large mass such as a planet for their antigrav engines to operate, are inappropriate for flights into deep space – and work much differently than their hyperdrive counterparts.

Though many varieties of sublight drives exist throughout the galaxy – solid chemical booster rockets, atomic drives, light sails, ramjets – by far the most popular in the Empire is the Hoersch-Kessel ion engine. Originally brought into this part of the galaxy countless millennia ago by alien merchants, today almost all of the major ship manufacturers put Hoersch-Kessel-style motors into their vessels.

The Hoersch-Kessel is extremely efficient and extremely powerful. For most efficient use, the engine draws energy from power cells or generators. However, it can be converted to break down and draw power from uranium, other heavy metals, or virtually any substance. Liquid reactants, energy conversion cells, and even ion-collector pods are regularly employed for power.

Another point in the Hoersch-Kessel's favor is its versatility. The basic technology is simple, making it easy to construct drives for specific performance standards. A small version is used in starfighters and other high-performance vessels; larger engines can be produced for bigger ships. Not all H-K drives are identical: while each engine relies upon the same technological theory, different manufacturers all have their own variations, each attempting to produce the most efficient design.

Because of its widespread use throughout the galaxy, most ship mechanics know the H-K well; it is easy to find someone to fix it when it breaks down. It's also easy to find replacement parts for most small and mid-size Hoersch-Kessels, though larger or specialized ships may have to have parts manufactured. The H-K doesn't break down often – it has few moving parts; however, for maximum efficiency, the engine's intake and firing cells require precise adjustment and alignment, and must be "tuned up" periodically. If this maintenance is ignored for too long, the engine can be severely damaged or even ruined.

Unlike hyperdrive engines, which propel vessels through hyperspace, the H-K moves ships in realspace via a fusion reaction which breaks down fuel into charged particles. The resulting energy hurls from the vessel, providing thrust. The ship's

direction is controlled by changing the exhaust's direction with baffles or so-called "vectrals," or by smaller H-K engines employed as lateral thrusters.

While the H-K's thrust is mildly radioactive and dangerous at extremely close ranges, it is safe enough to use in an atmosphere. The H-K's most dangerous emissions are normally stopped by a series of collector coils, which are "scrubbed" and replaced during regular maintenance. Maintenance personnel routinely wear radiation-proof clothing (and smart ones have periodic anti-radiation inoculations as well). For situations where the H-K cannot be used, a ship relies on its repulsorlift engines.

ARMAMENT

There are other dangers inherent in space travel besides the natural phenomena already mentioned. Pirates, smugglers, and hostile aliens abound along the routes of space. Weaponry — both offensive and defensive — has developed in direct proportion to star travel capabilities.

Following are descriptions of the most common offensive and defensive armaments in the Alliance and Imperial arsenals. Many are known by different names in different sectors, and there may be subtle variations from system to system. However, the names and descriptions given follow standard Imperial Navy usage, which is also used by the Rebellion forces.

While other weapons exist — nuclear warheads, particle beams, nova generators, and other more primitive technologies — they are usually found in common usage only in the frontier or isolated regions.

Laser and Blaster Cannon. The terms "laser" and "blaster" are synonymous, except that "blaster" usually implies a smaller, lighter weapon. Ship-mounted lasers and weapons vary greatly in power.

Most smaller ships, such as light freighters and starfighters, have some form of weaponry. In addition to weapons built specifically for starships, some weapons are converted and redesigned from ground-forces armament. To do so, most such weapons are given advanced focusing systems to keep their beams coherent over greater distances. Still other ships use smaller versions of the weapons in common use on capital ships.

Laser and blaster cannons are usually mounted on lightly armed vessels, such as starfighters and licensed commercial vessels. They are capable of rapid fire, but are prone to overheating. They usually output their power in the visual-light spectrum, so that the gunner can see where his shots are going.

Some lasers can be altered to change their beam color to any wavelength in the electromagnetic spectrum. This allows such vessels to attack "invisibly" (by firing in the non-visible spectrum) to gain initial surprise, but because such attacks can be detected by sophisticated electronic defense systems, this tactic is only of limited effectiveness.

Turbolasers. Heavy shipboard laser weapons require immense amounts of power to cut through the shields and armor of large military craft and to penetrate planetary defenses. To generate this power, turbolasers are equipped with turbine generators and banks of capacitors to build up and store the energy necessary to make a very powerful laser pulse.

Because of the time needed to build up energy, turbolasers usually have a lower rate of fire than normal lasers, but deliver a bigger punch. Turbolasers are strictly regulated; in theory only the Empire, sector or local governments can construct or mount such weapons.

Ion Cannon. When a commander wishes to render an enemy harmless, rather than destroy him outright, ion weapons are employed. High-energy ionized particles, when fired in sufficient strength, can wreak havoc with the sophisticated electronics and controls of starships. These weapons are used primarily by planetary and system defense forces (who are often more concerned with driving off or deterring an enemy than destroying him).

Ships use ion cannons to disable an enemy, then use their other more lethal weapons to finish him off. Ion weapons also allow pickets and fleet vessels to capture enemy vessels with relatively minor damage. Pirates also use these weapons to disable choice targets and then board them.

Proton and Concussion Weapons. Proton torpedoes, concussion missiles, and bombs have become one of the primary surface-attack weapons of light space forces. This is because even small vessels, such as the Z-95 Headhunter and the TIE bomber, can carry these weapons and deliver them accurately from low altitudes flying at great speeds, allowing little time for point-defense systems to react.

Unlike heavier space bombardments by turbolasers mounted in immense Star Destroyers, these weapons are effective against ray- and energy-shielded targets. Complete particle shielding will deflect proton torpedoes, however.

Proton torpedoes carry a proton-scattering energy warhead. Concussion weapons (both missiles and bombs) carry an armor-



piercing warhead containing a compact energy pack. When they explode, such weapons give off powerful concussive blasts which disrupt delicate instruments and equipment, and cause shock and blast damage to more durable targets.

Tractor Beams. Over the millennia, the tractor beam has been altered from a commercial cargo-moving tool to an offensive weapon. Military tractor beams are powerful enough to capture and arrest even an immense vessel in mid-flight.

The power of the tractor depends upon the size of generator driving it, and it usually follows that the larger the ship, the more powerful the pull of the tractor (however, some small and mid-sized commercial space tugs, which guide immense vehicles into orbiting dock facilities, have powerful tractors).

According to current military doctrine, tractor beams are employed to arrest the maneuverability of the target vessel, thus allowing the attacking ship's weapons to bear upon the targets with greater accuracy. However, it is extremely difficult for the tractor to lock on to fast-moving targets, and ships can break the tractor's grip if they can maneuver beyond the beam's covering arc.

SHIELDS

There are two types of shields: particle shields and ray/energy shields. Both are needed for complete protection, and generally all military ships are equipped with shields of both types.

Particle shielding protects against missiles and space debris, but it must be temporarily turned off if the vessel wishes to fire missiles of its own or launch or receive shuttlecraft. Aside from those exceptions, particle shields are on at all times. For game purposes, any time a ship has to lower its particle shields, it is considered to have a hull code -2D lower than the listed code.

Ray/energy shielding protects strictly against lasers or other energy beams, it does not stop matter. Ray shields require large amounts of energy to maintain; most vessels only employ them when going into combat. Since this shielding is useful only in combat, its application is somewhat restricted. Non-Imperial vessels must apply for permits to carry ray/energy shielding and show just cause for why they need it. Fear of piracy is usually enough to secure standard permission.)

SENSORS

The term "sensor" describes a whole range of complex devices that detect and analyze many forms of data — light, radio and other electromagnetic emissions; sound, motion and vibration; gravitational, nuclear and magnetic fields; heat, pressure, and trace chemicals; and even other sensors. Essentially, anything that enhances a person's ability to receive data about his environment — from macrobinoculars to radiation counters to radar to long-range electromagnetic flux detectors — is a sensor.

While the majority of ships use sensors for peaceful purposes — navigation, collision avoidance, research, and exploration — the current Rebellion and the rise of piracy in many outlying systems is forcing many ships to purchase new sensors or reconfigure their existing ones to be combat-quality.

The most important task by far for military sensors is ship detection. Considering the massive punch warships pack, quite

often the first shot in a battle decides the winner. To find each other, ships use sensors which scan for heat, electromagnetic energy, gravitational disturbance, motion, radio waves, light refraction, and more.

Many sensors analyze a broad spectrum of data from several sensing inputs. Others focus on particular types of energy, fields or objects. Sensor ranges vary from short (a few kilometers) to extremely long (up to one million kilometers), with specialized sensors usually having greater range. Because of size and computer limitations, smaller starfighters must usually rely upon the broad-range sensors; larger ships have many different specialized sensors.

While this usually gives the sensing edge to larger vessels, it's not all that simple. Large vessels are bigger targets: they radiate more energy, they reflect more light, they cause more gravitational disturbances. As an analogy, while a rancor may have a better sense of hearing than you do, you are as likely to hear it crashing through the woods as it is you.

Common Military Sensor Types

Thousands of different sensors exist. Naturally, some are more sensitive than others. None are perfect; even the best sensors can fail to detect when they should, or can detect "ghost" images that don't really exist. Solar radiation, hydrogen clouds, asteroid fields, strong gravity wells, and other natural phenomena can interfere or even block sensors. Of course, deliberate jamming or concealment can also hide things from sensors. Below is a list of some of the more common sensor types.

Electro Photo Receptors (EPRs). These are the simplest sensing devices. They combine data from sophisticated normal light, ultraviolet (UV), and infrared (IR) telescopes to form a composite holo or two-dimensional picture. Useful only at shorter ranges. Most targeting sensors use EPRs.

Full-Spectrum Transceivers (FSTs). FSTs are frequently called "universal sensors" because they use a variety of scanners to detect all types of objects, energies and fields — but they are not very sensitive. The size of their receptor determines their effectiveness; receptor dishes must be quite large to detect accurately or at long range. Most non-combat ships are equipped only with FSTs.

Dedicated Energy Receptors (DERs). DERs detect any electromagnetic emission within range of the sensor array, including comlink transmissions, navigational beacons, heat, laser light, and similar emissions. The DER's accuracy is determined by the skill of the operator, whether person or computer: as DERs collect all energy emissions, sorting out the important information from useless data is crucial. A poor operator could mistakenly identify a stray cosmic ray as a brief enemy communication signal; an expert operator may filter through a screen of static to uncover the signature of a ship trying to sneak by. DERs are the primary passive sensor device in military sensor arrays.

Crystal Gravfield Traps (CGTs). These expensive sensors utilize a synthetic crystal grid to detect gravitic field fluctuations. High quality CGTs can detect and identify any fluctuations in the gravity field for hundreds of thousands of kilometers around.

CGTs can be blocked by the presence of mass. For example, a CGT will strongly register a nearby planet's presence, but may miss a ship in orbit on the other side of the planet.

Hyperwave Signal Interceptors (HSIs). These sensors detect fluctuations in hyperspace. Whenever a ship enters or exits hyperspace, the local hyperspace field is disturbed — the mass and speed of the vessel determining the size of the disturbance. Ships nearby carrying HSIs can detect the disturbance. HSIs cannot determine a ship's origin or destination, but they can record the entry to or exit from hyperspace.

In addition to detecting ships moving in and out of hyperspace, HSIs can detect and sometimes tap into hyperradio transmissions (such as those sent by HoloNet or subspace radio). This is important since most hyperradio communications are broadcast on very narrow bandwidths and are normally very difficult to detect. Decoding such messages is another matter entirely.

Life Form Indicators (LFIs). LFIs aren't actually sensors; they are sophisticated computer programs which examine the output of other sensors to determine if a life form is present, and, if so, what life form it is. For example, an FST sensor might determine that there is a mobile heat-source (outputting heat at 30 degrees Celsius) on that space ship, the source masses at 80 kilograms, the ship's atmosphere contains large amounts of sulfur, and the ship's gravity is set at .96 Standard; an LFI program would examine that data and decide that the ship probably contained a Sullustan.

The quality of a ship's LFI is determined by the sensitivity of the ship's sensors and the intelligence of its computer.

Sensor Countermeasures

Jamming Sensors. Jamming is the most common active countermeasure. Powerful generators can flood large areas with static and random signals, confusing and "blinding" sensors. One drawback to jamming is that while the exact position of the jamming vessel may be concealed by the jamming, the jammer is broadcasting his general location to everybody in the area. In addition, jamming affects everyone — friend as well as foe.

Sensor Decoys. Ships can fool enemy sensors by sending out small pods or shuttles which broadcast the same signals a large ship emits naturally. Only exceptionally sensitive sensors can tell the difference between a good decoy and a real ship.

Sensor Stealth. By purposefully reducing all emissions, ships can greatly reduce the chance of discovery. Turning off the engines and drifting is often the first and most effective evasion technique. Ships drifting on battery or power capacitors are far less likely to be detected, but of course can't operate long without turning on power generators for life support.

Ships trying to evade detection can also shut down their active sensors. Although this makes them much harder to detect, it also leaves them blind.

"Running silent" is a standard technique; while on patrol or otherwise attempting to remain undetected, ships send no transmissions. Communication blackouts are difficult to maintain when several ships are operating together, since course, timing, and mission changes must be transmitted between the vessels.

SENSOR MODES

Passive: Passive sensors examine energy emitted by other sources (heat detectors, or simple telescopes, for example). They don't project any energies to detect information. Less effective than active sensors, passive sensors use less energy and don't increase the sensing unit's "visibility."

Sensor Sweeps: These sensors are active and emit pulses of energy and examine the reflected or "bounced" energy (radar, for example). Extremely effective at short and medium range, less so at long range. Because the sensor is giving off controlled bursts of energy, the sensing vessel is relatively easy to spot by other sensors. There are three prime modes of sensor sweep: *scan*, *search* and *focus*.

Scan: Look at everything around the entire vessel. These sensors search the entire area around the vessel, but cannot provide the range or detailed information of sensors in search mode.

Search: Only look for a specific type of target, such as a ship or a particular radio frequency. The operator must specify what to search for. Search modes function in one direction, for example, to the front, left, right or back (sensor modes "warp" so while scanning "left," the sensor also searches to the top and bottom of the left portion of the ship). When several ships fly in formation, pilots often "search" their sensors on overlapping areas. For example, the lead pilot may focus his sensors directly ahead, while other pilots in his wing focus to each side and behind.

Focus: Concentrate the sensors on a particular area selected by the pilot. This makes for much better information about the area on which sensors are focused, but provides little or no information about other areas. This mode is often used once something "unusual" has been detected by more general sensors sweeps.

Cloaking Device. The ultimate sensor countermeasure, a cloaking device is an experimental shield which creates a subtle warp in the fabric of space surrounding the vessel, causing all forms of energy to slip around the ship as if it weren't there, making the ship practically invisible. Exact specifications and technical data of cloaking devices are among the most highly-classified in the Empire.

Cloaking devices are extremely rare. They are among the most sophisticated and complicated devices known; only a few highly skilled engineers can operate and maintain them. They are not in general production: each must be custom built for a specific ship. In addition, cloaking devices are enormously expensive; reportedly over one billion credits apiece!

The Empire has declared cloaking devices illegal — class one contraband. Unauthorized manufacture, sale, purchase or use of a cloaking device are crimes punishable by death.

Because of the expense and difficulty of maintenance, very few Imperial ships are equipped with cloaking devices. It is rumored that the Emperor's personal shuttle has one, and possibly a new experimental Star Destroyer.

No Rebel ships are known to be equipped with cloaking devices.



LIFE SUPPORT

Every starship has a life support system that allows the ship's occupants to survive the harsh environment of space in relative comfort. The type of environment the system produces depends upon the type of occupant it must accommodate. All life support systems must provide a breathable atmosphere, and most also provide a comfortable gravitational environment.

The most common atmosphere-generating life support systems are built around chemical converters. Either biological or synthetic converters take the pilot's and passengers' waste elements, such as carbon dioxide, and convert them into usable form. In starfighters, converters are simply miniature recycling plants; but in large starships, converters may be gigantic systems, able to support many different living organisms.

Some starfighters – notably the Imperial TIE series – do not have atmospheric converters built into them; instead each pilot's space suit contains a converter.

Many starships come equipped with converters that can be set to provide comfortable environs for many different species. Of course, this capability is limited by the physical characteristics of the ship's interior: the design of life support systems must take into account the ship's probable occupants.

Aside from providing an atmosphere, life support systems must also provide a gravitational environment for the pilots and passengers. In most starfighters, modified repulsorlift technology is used to create an antigravity field within the cockpit which negates most or all gee force effects that come into play as a result of the ship's maneuvers. The overall effect upon the pilot is a constant low or zero-gravity environment, regardless of acceleration, deceleration, turning, and so on.

In larger starships, the situation is vastly different. Huge gravity generators, powered from the ship's main engines or auxiliary power cells, create constant gravitational fields that can be tailored and adjusted to fit ships occupants. On luxury liners, for example, certain areas of the ship maintain lighter fields than others to provide for elderly passengers for whom locomotion has become difficult; other areas maintain zero-g fields for sports competitions; other areas such as cargo bays may maintain strong fields to ensure stability. Of course, a luxury liner is also compartmentalized with respect to the various species which journey aboard, and each compartment's gravitational field must be adjusted for the passengers it contains. Other mid-sized and larger starships, such as light freighters, have gravity generators as well, but they are usually not as flexible.

Probably the most impressive life support systems are found aboard Ithorian vessels. These were modeled after the "herds" in which the Ithorians live on their planet's surface. These ships maintain an atmosphere and gravity field so much like the planet itself that the Ithorians have brought a bit of their home planet to the stars with them. Miniature jungles, complete with vegetation and small animal life in natural habitats, thrive aboard these ships.



ESCAPE EQUIPMENT

Imperial directives require every spacefaring vessel to include some form of emergence escape system. Operating licenses are denied to vessels that fail to meet these directives, but some ships slip through the bureaucratic net. In theory, each ship must have an escape system capable of handling every passenger on board. In practice, Imperial observers grant licenses if vessels have systems that can handle at least one-fourth of a ship's standard complement.

Ejection Seats. Small one- and two-man transport vehicles and starfighter-class vessels use a standard ejection seat escape system. The ejection seat system relies greatly on a passenger's use of a full environmental flight suit, and even then survival in deep space is unlikely without immediate rescue. Ideally, ejection systems work best when the craft is in a planet's atmospheric field. "Crash-worthy" seats contain built-in oxygen recirculators and heating elements that lower ejected seats to the ground.

Only crew members wearing environmental flight suits with their helmets sealed can hope to survive ejection into space. The seats generally contain a 29-hour oxygen recirculator and heating element, but even so, few pilots survive if they aren't picked up within a few hours. Most survivable ejections occur outside ship hangars or in atmospheres near a base (when pilots "ditch" fighters that are too damaged to land safely, for example). In such cases, an antigrav unit powered by a Belanti repulsorlift engine lowers the seat onto the strongest nearby gravity source, whether it's a ship or planet surface.

Escape Pods. Larger vessels are equipped with emergency escape pods. Ranging from one or two in light freighters to several hundred stored in giant lifeboat bays aboard Star Destroyers, escape pods are basically emergency space capsules capable of limited flight and maneuverability located at key positions in a ship's hull to provide quick access in case of an emergency. Once loaded, an escape pod is released via explosive separator charges and pneumatically or ballistically propelled from the ship.

If the pod is used in deep space, the crew must point the pod in the general direction of the nearest occupied planet or space lane, fire the rockets, and hope that someone hears the distress beacon.

Though equipped to land on a planet, escape pods usually carry no repulsorlift engines. Instead, they rely on inflatable flotation devices, parachutes and their directional rockets to land safely. Minimal fuel capacity allows only enough power for minute directional adjustments and some breaking once in a planet's atmosphere.

Pods are stocked with limited amounts of emergency food and water rations (usually two- to three-weeks' worth), survival gear, flares, and medpacs. Larger escape pods, called "life boats" are also common among the larger space vessels. These boats can carry from 10 to 50 people, depending on their size, and are actually small space ships in their own right. They are better stocked than the small pods and can support passengers for a longer duration. Some are equipped with sublight engines; a few even contain small hyperdrives.

STARSHIP STATISTICS

In the *Star Wars* roleplaying game, starships have a number of important game statistics. All starships provide *full cover* for their occupants. In addition, each ship's statistics include:

Craft: The ship's manufacturer, name, and model number.

Type: The ship's general classification.

Scale: The ship's scale – starfighter or capital.

Length: How long the ship is.

Skill: The skill used to operate the ship, followed by the specialization for its use.

Crew: The first listing is the total crew for the ship under normal conditions. (A listing for "can combine" is the number of people who can combine to perform an action. Each ship has one prime person responsible for keeping control, running sensors, calculating hyperspace jumps and the like. On smaller ships, one person may be responsible for all of these duties, while on larger ships, one person may be in charge of *each* of these functions. While there might be hundreds of support crew manning the machinery, whether the action succeeds comes down to one character's skill roll – hence the crew skill listing. The "can combine" is the number of extra crew members who may be able to assist, such as when Chewbacca acts as co-pilot for the *Millennium Falcon*. Use the "Combined Action" rules in the chapter on "The Rules.")

The second number is the number of gunners; gunners are listed in *addition* to the normal crew complement.

The final number is the "skeleton crew" listing: the first part of the listing is the *absolute minimum* number of crewmembers necessary to fly the ship, while the number behind the slash is the increase in difficulty for any actions with a skeleton crew. For example, if a listing is "skeleton: 130/+10," that indicates that there must be a minimum of 130 crew aboard to operate the vessel, and all crew must add +10 to the difficulty number for all maneuvering, movement and shielding actions. *This modifier does not apply to gunnery difficulties.*

Crew Skill: Typical skill codes for crewmembers trained for that job: starfighter pilots will have all the skills; capital ship crewmen will have just the skill for the job that they have been trained in. Co-pilots and assistants typically have -1D to each skill code.

Passengers: The number of passengers and troops that may be carried (beyond the crew complement).

Cargo Capacity: This indicates – either in metric tons or kilograms – the amount of cargo a ship can carry. This refers to the cargo's mass only, not volume.

Consumables: A measure of the ship's air, food, water and fuel and how long it can travel before having to stop for refueling and resupply.

Hyperdrive Multiplier: This measures how quickly the ship travels in hyperspace.

Hyperdrive Backup: Some ships have a backup hyperdrive for emergencies. This is the backup's hyperdrive multiplier.

Nav Computer: "Yes" or "No." Ships with nav computers may calculate hyperspace journeys with their on-board computers. Ships without nav computers require astromech droids to calculate hyperspace journeys.

Maneuverability: The ship's maneuverability die code when in outer space. Normally, the ship's maneuverability is the same in an atmosphere. If the ship has a different maneuverability for atmospheric travel, it will be listed in parentheses.

Space: How fast the ship travels at sublight speeds in space. This speed is used in ship-to-ship combat.

Atmosphere: How fast the ship travels in an atmosphere. The first number is its Move, the second number is its all-out speed in kilometers per hour. If there is no "atmosphere" listing, the ship cannot enter an atmosphere.

Hull: This is how tough the hull of the ship is and how well the ship can withstand damage in combat.

Shields: The ship's combat shields.

Sensors: The different sensor types and their abilities (see the *sensors* skill for more details).

Weapon: The number and type of weapon on the ship. *Fire-linked* means the weapons are linked and fire as one group. Otherwise, each weapon may be fired separately.

Fire Arc: Front, left, right, back or turret. Turret weapons may fire in all four arcs.

Crew: The crew necessary to man the weapon. If there is no crew listing, the weapon may be fired by the pilot. The variable numbers are treated the same as ship's crew.

Scale: The scale, if different than the ship's scale.

Skill: The skill used to fire the weapon.

Fire Control: Add these dice whenever the gunner shoots to hit.

Space Range: Short, medium and long ranges in units.

Atmosphere Range: Short, medium and long ranges in an atmosphere or firing into an atmosphere from orbit.

Damage: This is the weapon's damage.

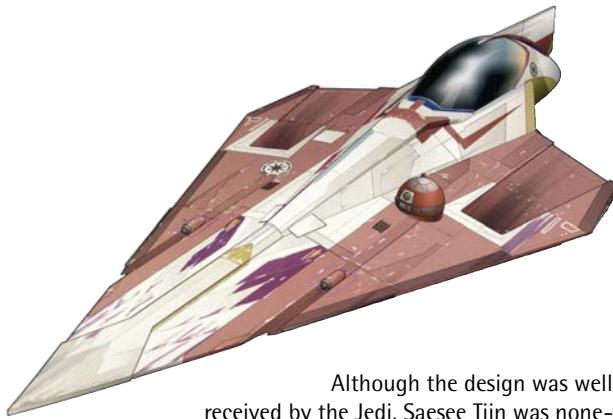
Note: Not all of these stats will be necessary in the course of the game. In combat, only the ship's scale, speed, maneuverability, hull code, weapons, shields, and in the case of capital ships, crew codes are of immediate value. Other stats (such as cargo capacity) are provided to help the gamemaster maintain consistency in the course of an ongoing campaign.

STARFIGHTERS

Starfighters are short-range combat vessels with a small crew complement (usually limited to a pilot and co-pilot). These ships emphasize speed and maneuverability over durability, and normally are heavily-armed. These ships are normally designed for very short (but intense) duty periods, and thus are very effective in battle, but only for limited amounts of time. Starfighters are rather expensive, and serve only one role: the destruction of enemy ships. Starfighter technology advances very quickly, and most fleets must expend a huge portion of their budgets to train pilots and keep them equipped with cutting-edge ships. Some of the most famous Starfighters include the New Republic's X-wing, the Empire's TIE fighter, and the legendary (but outdated) Z-95 Headhunter; pilots use the *starfighter piloting* skill to fly these versatile combat vessels.

Aethersprite Interceptor

Kuat Systems Engineering developed the Delta-7 Aethersprite when Jedi Master Saesee Tiin suggested that the Jedi form its own corps of starfighter pilots. In the time prior to the Clone Wars, these fighters provided an economical – and combat-effective – means for Jedi to get from place to place. Despite its utility the Delta-7 was distinctly Jedi in nature. For this reason, it was rarely used by Jedi during covert operations.



Although the design was well received by the Jedi, Saesee Tiin was nonetheless dissatisfied with the Aethersprite light interceptor's performance. He insisted on modifying two Aethersprites to his own specifications, adding additional weaponry, a hyperdrive of his own design, and a meditation chair in place of the pilot's seat.

The Delta-7 is available only to Jedi through the Supreme Chancellor's office, and is not legally available on the open market. The prices given are for a Delta-7 found on the black market, which is rare but not unheard of.

The Delta-7 was conceived primarily as a light reconnaissance starfighter, and its relatively light armament reflects this. Though not designed for extended combat operations, the Aethersprite is a capable weapons platform when flown by a Jedi pilot.

Like its successor, the Eta-2 *Actis*-class Interceptor, the Jedi Starfighter is not hyperdrive capable, and it requires a separate hyperdrive module to travel long distances.

■ DELTA-7 AETHERSPRITE STARFIGHTER

Craft: Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter

Type: Starfighter

Scale: Starfighter

Length: 8 meters

Skill: Starfighter piloting: Delta-7

Crew: 1 and modified astromech droid (can coordinate)

Crew Skill: All skills typically at 4D

Cargo Capacity: 60 kilograms

Consumables: 1 week

Cost: 180,000 (new), 145,000 (used), both prices are black market value

Hyperdrive Multiplier: x1 (with booster ring, see below)

Nav Computer: Uses a modified astromech droid programmed with 10 jumps

Maneuverability: 3D

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D

Shields: 1D

Sensors:

Passive: 25/1D

Scan: 45/2D

Search: 65/2D+2

Focus: 3/3D+1

Weapons:

2 Dual Lasers (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Notes: The Delta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a Difficult *starfighter piloting* skill check (the fighter's maneuverability counts for this roll).

Additionally, the Delta-7 incorporates a specially-designed astromech droid (R4-P series), which is hardwired into the starfighter. Without the proper droid, the pilot suffers a -1D penalty to his *astrogation* skill checks. The droid suffers the same penalty to both its *astrogation* and *starfighter repair* skill checks.

■ ARC-170 Starfighter

The Aggressive ReConnaissance fighter, or ARC-170 – developed as a joint venture by the Incom and Subpro Corporations – serves as both a long-range scout and a heavy assault fighter. The ARC-170 is part of a line of starfighters, including the Z-95 Headhunter, that eventually led to the development of the X-wing. The narrow frame, flanked by powerful twin engines and S-foils, was innovative at the time of the ARC-170's introduction. Though it served with distinction during the later days of the Clone Wars, the fighter was never built in the vast numbers of many other designs.

The ARC-170's ultimate failing was not lack of firepower or ability, but the high supply cost to keep it in combat. The starfighter needs regular maintenance and requires a three-person crew making it expensive in terms of training, personnel, and upkeep. As a result, once the TIE fighter replaced it in Imperial squadrons, there was very little demand for the ARC-170. Though some were liberated by the Rebellion most were mothballed or scrapped simply because the Rebels lacked the flight crews and repair bays necessary to keep the older ARC-170s ready for combat.

The ARC-170 is a heavy-hitting fighter, with long-range capabilities and enough stowage to operate for 5 days without resupply. Though taxing, it was possible for the crew to sleep in shifts, allowing the starfighter to be alert and ready for action for days at a time. This made it popular as a scout and a picket ship, keeping an eye on likely targets, enemy forces, or even friendly planets until larger ships could arrive for permanent duty. An ARC-170 could be sent deep into enemy territory, and its shield generator gave it a good chance of surviving even if it ran into a larger force of fighters when performing such missions.

The durability and range of the vessel came at a cost, however. The ARC-170 has slow acceleration and poor maneuverability compared to smaller fighters.



■ ARC-170

Craft: Incom/Subpro ARC-170 (Aggressive ReConn)

Type: Space superiority fighter

Scale: Starfighter

Length: 14.5 meters

Skill: Starfighter piloting: ARC-170

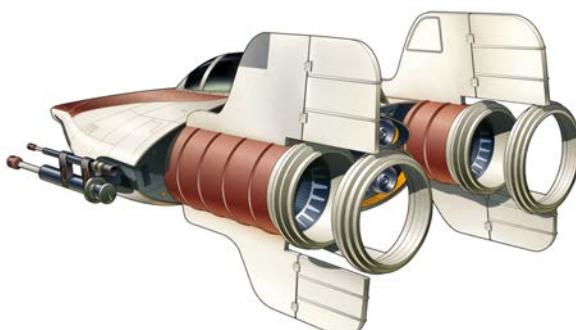
Crew: 2 and astromech droid
(can coordinate), gunners: 1, skeleton: 1/+10

Cargo Capacity: 110 kilograms
Consumables: 5 days
Cost: 155,000 (new), 70,000 (used)
Hyperdrive Multiplier: x1.5
Nav Computer: No (uses astromech with 10 jumps)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Shields: 1D
Sensors:
Passive: 25/OD
Scan: 50/1D
Search: 70/2D
Focus: 3/3D+1
Weapons:
2 Medium Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D+2
2 Laser Cannons (fire linked)
Fire Arc: Rear turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/12/2 km
Damage: 4D+1
Proton Torpedo Launcher (6 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 9D

A-Wing

Development of the A-wing began in secret shortly after the Battle of Yavin. General Dodonna realized that the speed of Imperial fighters had nearly cost the Alliance its victory, and he intended to remedy the situation by designing a newer, faster starfighter. With the aid of starship engineer Walex Blissex, the A-wing was born. Although not as durable as other Alliance starfighters, the A-wing is often considered to be the fastest starfighter to see service during the Galactic Civil War.

Though the A-wing is a finicky spacecraft that is often difficult to maintain in the field, it has proven itself to be a capable strike fighter and reconnaissance craft. Due to its speed and maneuverability, it excels at "hit and fade" operations and surgical strikes carried out behind enemy lines. Despite its relatively light armament, the A-wing is deadly in the hands of a skilled pilot. During the Battle of Endor, A-wings were responsible for the destruction of the Super Star Destroyer Executor.



A-wings are phenomenally fast and agile spacecraft, making them capable dogfighters. A-wing pilots quickly learn to use this fact to their advantage in battle, for even a single hit from an enemy weapon can mean a quick and fiery death. During its earliest months in service, the A-wing was armed only with laser cannons and a sophisticated suite of electronic jammers. In time, many A-wings were modified to carry concussion missile launchers, adding to the nimble ship's versatility. (This configuration was standard by the time of the New Republic.)

The A-wing's jamming system is capable of blinding enemy sensors and fire-control computers, making it an even more elusive target. The effectiveness of the jamming suite is limited to small craft and space transports, and does little more than make the A-wing a more tempting target for capital-scale ships.

A-WING

Craft: Alliance A-wing Starfighter
Type: Interceptor and multi-purpose starfighter
Scale: Starfighter
Length: 9.6 meters
Skill: Starfighter Piloting: A-wing
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1
Crew: 1
Cargo Capacity: 40 kilograms
Consumables: 1 week
Cost: 175,000 (new) 70,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Yes (limited to 2 jumps)
Maneuverability: 4D
Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 2D+2
Shields: 1D
Sensors:
Passive: 30/OD
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1

Weapons:

2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

2 Medium Concussion Missile Launchers (6 missiles each)

Fire Arc: Front
Skill: Starship gunnery
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 8D

Enemy Targeting Jammer

Fire Arc: All
Skill: Sensors
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/1.5 km
Damage: -2D from Fire Control

B-Wing

Designed by Admiral Ackbar the B-wing starfighter is a mobile weapons platform designed to provide heavy assault support to the Rebel fleet. Possessing a unique design that includes folding S-foils and a cockpit that rotates within its housing in the starfighter's superstructure, the B-wing is a difficult craft to master. Heavily armed with a variety of weapons,



the B-wing can deliver a punishing blow to slower targets (particularly capital ships), though it lacks the maneuverability of other contemporary fighters, such as the X-wing or the A-wing.

Capital ships often find the B-wing starfighter to be an extremely dangerous opponent. Particularly fearsome are the proton torpedoes, which can be brought to bear against a starship with devastating results. In fact, a squadron of B-wing fighters was responsible for destroying an Imperial Star Destroyer at the Battle of Endor,

a feat that no other fighter type could claim at the battle.

With a gunner aboard, a B-wing fighter can unleash its weapons in deadly pairs, giving the fighter a slight advantage even in dogfighting.

Despite its durability and exceptional armament, the B-wing starfighter is still slow, sluggish, and difficult to operate. As a result, most B-wing attack groups usually have an escort of faster and more maneuverable starfighters, protecting the B-wing until it can slip past the first line of enemy defenses and strike at a vulnerable target.

B-wings also feature exceptionally modular weapon systems, allowing them to be modified as per the needs of the mission. When swapping out one of the B-wing's weapon systems for another weapon system, reduce the time taken to make the modification by half.

Running the B-wing. The B-wing features a very sophisticated but fragile gyroscopically-stabilized command pod, as well as a ranging mode for the laser cannon. If, for some reason, the laser is not operational, reduce all fire control codes by -1D.

The B-wing's stabilization system fails when it suffers heavy damage. In game terms, when the fighter is heavily damaged, a roll of 1-2 (used to determine which system is damaged) means the stabilization system has failed. Reduce all fire control codes by -1D (since the craft is no longer a stable weapons platform). Sublight speed falls from 6 to 2 (atmosphere speed goes from 330; 950 kmh to 225; 650 kmh). These penalties are cumulative.

B-WING

Craft: Slany & Korpil B-Wing

Type: Heavy assault starfighter

Scale: Starfighter

Length: 16.9 meters

Skill: Starfighter piloting: B-wing

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1

Cargo Capacity: 45 kilograms

Consumables: 1 week

Cost: 220,000 (new) 120,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

2 Proton Torpedo Launchers (8 torpedoes each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

3 Medium Ion Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

2 Auto Blasters

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-8/25/40

Atmosphere Range: 100-800/2.5/4 km

Damage: 3D

Droid Starfighters

A favored weapon of the Confederacy of Independent Systems during the Clone Wars, the droid starfighter is a marvel of engineering and artificial intelligence. Combining the deadly technology of a starfighter with the advanced brains of a battle droid, droid starfighters provide the Separatists with an endless supply of combat-worthy vessels without the need to recruit and train living pilots.

Droid starfighters are small, cheap, and expendable, just the way the Trade Federation likes them. Mostly manufactured by companies supporting the Confederacy, droid starfighters are churned out of factories nearly as quickly as Republic forces can destroy them. The only limits on the number of droid starfighters that can appear on the battlefield lie within the command and control computers or a Droid Control Ship. Though the automated nature of droid starfighters makes them more prone to large-scale difficulties (a single computer virus can scramble the programming of thousands of droid starfighters at a time), it also makes them easier to coordinate and command as a group.

The most common droid starfighter, the *Vulture*-class starfighter, operates in both a flight mode and a walker mode and was used as early as the Battle of Naboo. These fighters are common throughout the duration of the Clone Wars, but when the Separatist fleet was deactivated, many of these starfighters were lost or destroyed. Also used during the Clone Wars was the

droid tri-fighter. This craft, while not nearly as popular as the *Vulture*-class starfighter, served throughout the Confederate fleet and is seen on almost all fronts of the war.

Droid starfighters usually receive their commands from a Droid Control Ship, which coordinates their attacks for maximum efficiency. Though the failure of a single Droid Control Ship can have devastating results on the starfighters under its control (as seen at the Battle of Naboo), few squadrons are refitted with independent droid brains due to cost issues. For the most part, the Confederacy combats this problem by having redundant control vessels present at any battle, ensuring that if one such ship is destroyed, the droid starfighters will continue to operate.

Given the computerized nature of its piloting system, a droid starfighter can attack with all weapons as though each had its own gunner, despite the fact that the ship has no actual crew. This allows the ship to use each of its formidable weapon systems in a single round, without the need to coordinate multiple crewmembers.

Droid starfighters also have the added benefit of not being affected by the Force or other effects to which living pilots would be susceptible. They cannot be bargained with; they cannot be reasoned with; they do not feel pity, remorse, or fear. Droid starfighters have all droid immunities, including immunity to mind-affecting effects, and will not willfully communicate with enemy starships. They cannot be demoralized and will never contradict their orders; in essence, they are the most disciplined starfighter corps in the galaxy.



VULTURE-CLASS DROID STARFIGHTER

Craft: Baktoid Armor Worshop *Vulture*-class Starfighter
Type: Autonomous starfighter
Scale: Starfighter
Length: 3.5 meters
Skill: *Starfighter piloting*
Crew: 0 (droid brain)
Crew Skill: *Starfighter piloting 4D+1, starship gunnery 4D+1*
Cargo Capacity: None
Consumables: None
Cost: 19,000 (new), 5000 (used)
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D

2 Medium Concussion Missile Launchers (4 torpedoes each)

Fire Arc: Front
Skill: Starship gunnery
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 7D

■ TRI-FIGHTER

Craft: Colla Designs/Phlac-Arphocc Automata Industries Tri-Fighter

Type: Droid starfighter

Scale: Starfighter

Length: 5.4 meters

Skill: *Starfighter piloting: Tri-fighter*

Crew: None (droid brain)

Crew Skill: *Starfighter piloting 4D+1, starship gunnery 4D+1*

Cost: 20,000 (new), 8,000 (used)

Maneuverability: 2D+1

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 2D+2

Sensors:

Passive: 20/0D
Scan: 45/1D
Search: 60/2D+1
Focus: 3/3D

Weapons:

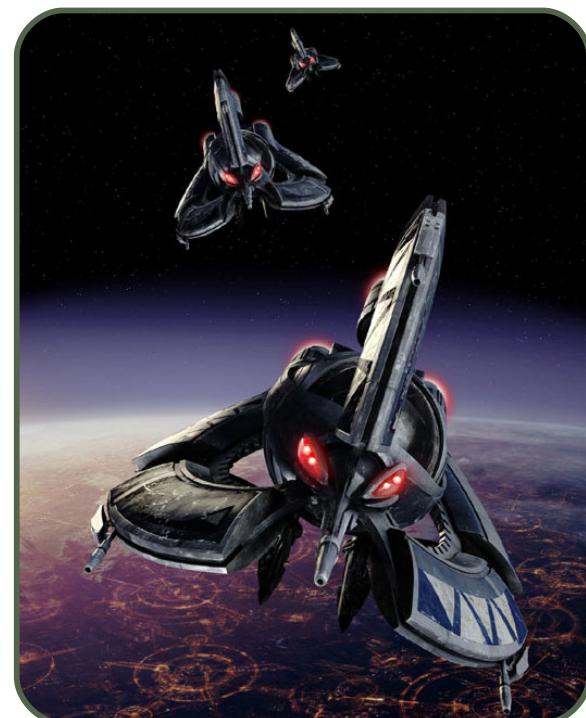
Medium Laser Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-5/12/20
Atmosphere Range: 100-500/1.2/2 km
Damage: 5D

■ VULTURE-CLASS DROID STARFIGHTER

Medium Laser Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-5/12/20
Atmosphere Range: 100-500/1.2/2 km
Damage: 5D



3 Light Laser Cannons (fire-linked)*Fire Arc: Front**Skill: Starship gunnery**Fire Control: 2D**Space Range: 1-5/10/17**Atmosphere Range: 100-500/1/1.7 km**Damage: 3D***2 Medium Concussion Missile Launchers (3 torpedoes each)***Fire Arc: Front**Skill: Starship gunnery**Space Range: 1/3/7**Atmosphere Range: 30-100/300/700**Damage: 7D***Eta-2 Actis Interceptor**

A light and fast starship designed for use during the Clone Wars, the Eta-2 Actis interceptor is a predecessor to the TIE fighter and one of the fastest and smallest ships in the Republic fleet. Popularized by the Jedi during the waning days of the Clone Wars (and often referred to colloquially as the "Jedi Interceptor"), the Eta-2 is a marvel of compact engineering. Featuring twin S-foils designed to diffuse engine heat and a more impressive armament than other contemporary starfighters, the Eta-2 is a dangerous, if fragile, starfighter that helped turn the tide against the onslaught of the Confederacy's droid starfighter corps.

The Eta-2 Actis interceptor packs a lot of firepower into a very small package. Though stripped of any shielding (and possessing only a very limited amount of hull strength), the Eta-2 is designed to take advantage of the incredible reflexes exhibited by both Jedi as well as expert pilots. Though the ship is likely to be destroyed by a solid hit, the Eta-2 is fast and maneuverable, allowing it to avoid attacks altogether rather than be able to absorb and deflect incoming damage.

Unlike its predecessor (the Delta-7 Aethersprite fighter) and its successor (the TIE fighter), the Eta-2 features a complement of ion cannons that allows it to disable foes in combat, adding to the versatility of the ship. Though not as heavily armed as other fighters active during the Clone Wars, the Eta-2 uses its speed and maneuverability to slip past enemy lines and deliver a concentrated attack on both starfighters as well as small transports and frigates.

A limited number of Eta-2 fighters were outfitted with concussion missiles during the Clone Wars. Though such a modification was usually made only for special missions, some Jedi and other pilots found the increased armament to be a boon when fighting against droid enemies (since there was no concern for

taking lives). Such a modification was rare, and usually required the removal of the ion cannons to compensate for the concussion missile launcher and its payload (usually only four missiles).

■ ETA-2 ACTIS INTERCEPTOR**Craft:** Kuat Systems Engineering Eta-2 Actis-class Interceptor**Type:** Interceptor**Scale:** Starfighter**Length:** 5.47 meters**Skill:** Starfighter piloting: Eta-2**Crew:** 1 and astromech droid (can coordinate)**Crew Skill:** All skills typically at 4D**Cargo Capacity:** 60 kilograms**Consumables:** 2 days (1 week with booster ring)**Cost:** 290,000 (new), 140,000 (used)**Hyperdrive Multiplier:** x1 (with booster ring, see below)**Nav Computer:** Uses an astromech droid programmed with 10 jumps**Maneuverability:** 4D**Space:** 12**Atmosphere:** 450; 1,300 kmh**Hull:** 2D+1**Sensors:***Passive: 10/0D**Scan: 15/1D**Search: 20/2D**Focus: 2/2D+1***Weapons:****2 Laser Cannons (fire-linked)***Fire Arc: Front**Skill: Starship gunnery**Fire Control: 3D**Space Range: 1-3/12/25**Atmosphere Range: 100-300/1.2/2.5 km**Damage: 5D***2 Light Ion Cannons (fire-linked)***Fire Arc: Front**Skill: Starship gunnery**Fire Control: 3D**Space Range: 1-3/10/20**Atmosphere Range: 100-300/1/2 km**Damage: 4D*

Notes: The Eta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a Difficult *starfighter piloting* skill check (the fighter's maneuverability counts for this roll).

Naboo Royal N-1 Starfighter

An example of the beauty and artistry of the Naboo people, the N-1 starfighter is the premier space combat vessel for the security volunteers of that tranquil world. Designed to be aesthetically appealing as well as ecologically friendly, the N-1 starfighter was a moderately armed space combat vessel created to protect Naboo and the space around it from pirates and raiders. Despite the pleasing appearance of the N-1, the vessel is a capable defense fighter that sees a surprising amount of action while protecting the peaceful world of Naboo.

Each N-1 starfighter is embellished with a chromium coating on the nose and forward sections of the engines, a sign that it is a part of the Naboo Royal House. Primarily used for defensive missions, the N-1 fighter also serves as part of the monarchy's honor guard when traveling abroad, escorting the Royal Transport ships throughout the galaxy. N-1 starfighters are sometimes loaned to VIPs and other important visitors to escort their starships while in the Naboo system, though this is a relatively rare occurrence.





Unlike many other planetary defense fighters, the N-1 starfighter is equipped with powerful weapon systems. Despite its outward appearance as a piece of art, the N-1 carries laser cannons and proton torpedoes that rival those used by strictly military vessels. The mere presence of proton torpedoes puts the vessel in a higher class of combat starships, allowing it to drive off raiders that have competitive weaponry. Though N-1 pilots are not always the most experienced, the weapons aboard the ship can usually make up for the discrepancy.

The N-1's offensive capabilities seem out of place for a world where war and violence are eschewed. However, the N-1 is used as a vehicle of deterrence, responding to attacks by pirates and raiders with enough force to encourage enemies to seek out other star systems to prey upon. Additionally, the N-1 starfighter's shields and other defense systems are robust enough that even persistent attackers will suffer heavy casualties in the time it takes to penetrate Naboo's defenses.

N-1 ROYAL STARFIGHTER

Craft: Theed Palace Space Vessel Engineering N-1 Royal Starfighter
Type: Space superiority starfighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: N-1
Crew: 1 (plus astromech droid)
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 4D+1
Cargo Capacity: 65 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Uses Astromech with 10 jumps
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Proton Torpedo Magazine (10 torpedoes)

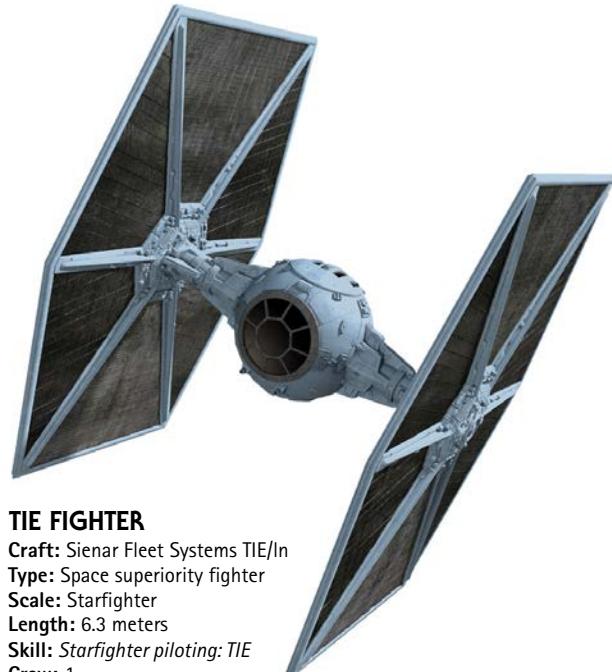
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

TIE Fighter

The Empire, wanting to standardize its starfighter fleet with smaller ships, selected the TIE to replace a number of disparate models that were currently in use. In time, and with continual upgrades to the design, the TIE/ln became the standard Imperial starfighter craft. It is relatively inexpensive to produce, and though often maligned by both Imperial and Alliance pilots, it is nonetheless effective.

In order to save on production costs, the TIE/ln lacks many of the features that are considered to be standard on other starfighters. The relatively fragile craft is not equipped with deflector shields, a hyperdrive, or a life support system. In order to survive the rigors of space when piloting their fighters, TIE pilots must don distinctive, fully sealed flight suits. Without the proper supports or docking scaffolds, TIE fighters are also unable to land in any sort of conventional manner.

Although the TIE's versatility is somewhat limited by these deficiencies, it does have several points in its favor. Its agility, combined with its small size and speed, makes it a difficult target for all but the most talented or well-trained gunners. TIE fighters, being inexpensive and easy to produce, are deployed in large quantities. Imperial starfighter tactics stress that enemies must be overwhelmed by sheer force of numbers, and casualty rates among TIE pilots are much higher than average.



TIE FIGHTER

Craft: Sienar Fleet Systems TIE/ln
Type: Space superiority fighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 60,000 (new), 25,000 (used)
Maneuverability: 2D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D

Sensors:

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

Weapons:**2 Laser Cannons (fire linked)**

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

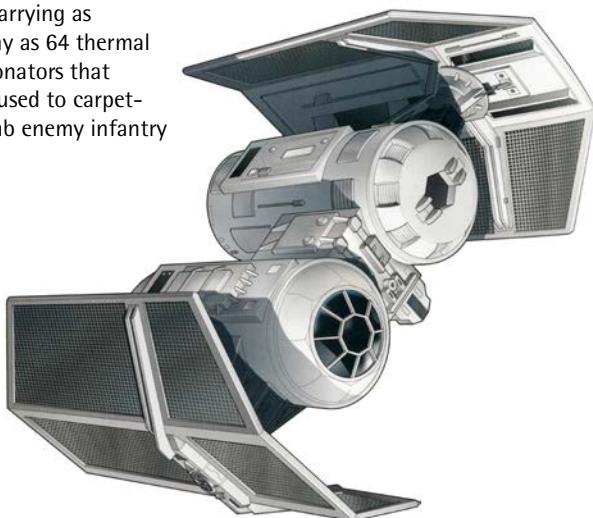
TIE Bomber

Designated the TIE/sa, the TIE bomber is one of the few TIE craft that does not incorporate its sister craft's distinctive hull shape. Instead, it employs a distinctive double hull design, with two cylindrical pods mounted side by side between two bent solar array panels. The starboard pod houses the cockpit and flight controls, while the portside pod stores the bomber's payload. Rebel pilots commonly referred to TIE bombers as "dupses."

During the Battle of Hoth, these formidable bombers were tasked with destroying Rebel transports but were largely foiled by Alliance X-wings. Following the Rebel evacuation of the icy planet, a squadron of TIE bombers razed what little remained of Echo Base before joining in the search for the *Millennium Falcon* amid Hoth's asteroid belt. Several squadrons were also used against Alliance capital ships during the Battle of Endor.

TIE bombers form the backbone of the Imperial Navy's strike capability. They are commonly deployed against enemy capital ships, space stations, and ground targets. They are able to employ heavy weapons, delivering payloads with uncanny precision. TIE bombers are most often equipped with a rack of sixteen medium concussion missiles. Two forward-mounted laser cannons, used primarily for strafing runs and self-defense, are also standard armament.

Several other payload configurations are used, depending on specific mission parameters. Instead of missiles, as many as eight proton torpedoes can be loaded into the ship's ordnance pod. By decreasing the missile or torpedo payload by half, up to eight proton bombs or six orbital mines can also be deployed. When providing ground support, a TIE bomber is capable of carrying as many as 64 thermal detonators that are used to carpet-bomb enemy infantry



formations. Non-conventional payloads include leaflets filled with demoralizing Imperial propaganda, as well as supply canisters for isolated Imperial infantry units.

TIE BOMBER

Craft: Sienar Fleet Systems TIE Bomber

Type: Dedicated light space bomber

Scale: Starfighter

Length: 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Missile weapons 4D+1, starfighter piloting 4D, starship gunnery 5D

Cargo Capacity: 15 metric tons (bomb bay)

Consumables: 2 days

Cost: 150,000 (new), 75,000 (used)

Space: 6

Atmosphere: 295; 850 kmh

Hull: 4D+1

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 3/2D+2

Weapons:**2 Laser Cannons (fire linked)**

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

Concussion Missiles Launcher (16 carried)

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 3D+2

Space Range: 1/3/7

Atmosphere Range: 50-100/1/5 km

Damage: 9D

TIE Interceptor

After the Battle of Yavin, Imperial Naval commanders demanded a starfighter that could counter the speed and fire-power of the X-wing fighters that the Rebel Alliance had employed. The TIE interceptor, which incorporated several of the TIE advanced prototype's features, was the ultimate result. Prototypes similar to the initial interceptor design had undergone testing prior to the Battle of Yavin, but these had seen little action outside Sienar's test yards.

It was only a short time later that the final TIE interceptor design was integrated into existing starfighter squadrons. The Imperial Navy's eventual plan was to replace all standard TIE fighters with TIE interceptors. This lofty goal was never quite met, with interceptors representing only twenty percent of all TIE fighters by the time the Battle of Endor took place. As the number of interceptors in the Imperial Navy increased, it became standard procedure to include at least one squadron of TIE/I or TIE/II starfighters aboard each Star Destroyer.

The TIE interceptor is a consummate dogfighter, possessed of increased speed and maneuverability when compared to the standard TIE fighter. Not only is the interceptor faster and more agile than the TIE fighter it also incorporates four fire-linked laser cannons mounted on the tips of its bent, dagger-shaped solar arrays. The solar arrays themselves featured a horizontal notch that improves pilot visibility to both sides. Although it lacks shields, armor, and life support, the TIE interceptor has



proven to be more than a match for the X-wing fighter. Interceptor tactics are nearly identical to those utilized by standard TIE fighters.

TIE INTERCEPTOR

Craft: Sienar Fleet Systems TIE Interceptor

Type: Space superiority starfighter

Scale: Starfighter

Length: 6.6 meters

Skill: *Starfighter piloting: TIE*

Crew: 1

Crew Skill: *Starfighter piloting 5D, starship gunnery 4D+2*

Cargo Capacity: 75 kilograms

Consumables: 2 days

Cost: 120,000 (new), 75,000 (used)

Maneuverability: 3D+2

Space: 11

Atmosphere: 435; 1,250 kmh

Hull: 3D

Sensors:

Passive: 25/1D

Scan: 40/2D

Search: 60/2D

Focus: 4/3D+2

Weapons:

4 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

X-WING

The X-wing was designed following the formation of the Empire. Incom Corporation, suspected by the Empire of harboring Rebel sympathizers, was forced to halt production of non-Navy combat craft during an Imperial Security Bureau investigation into allegations of treason within the company. Members of the X-wing design team were placed under arrest while they were interrogated by Imperial agents. As the Imperial investigation intensified, a group of Rebel commandos infiltrated the facility and rescued the X-wing's senior design team, taking all T-65 plans and prototypes with them.

Following the acquisition of the X-wing's schematics, the Alliance began to produce and test small numbers of the new starfighter. Most of the initial trials were done under combat conditions. With its efficacy proven beyond a doubt, Rebel factories ramped up production of the T-65B. The craft soon became a favorite of Rebel fighter pilots, and it has been a staple of Rebel strategy ever since.

The T-65B is an excellent all-around starfighter, capable of filling a number of roles with little or no modification. Not only is it maneuverable and easy to fly, it is equipped with modest shields, heavy weaponry, and an integrated hyperdrive. It is also a durable craft, capable of sustaining heavy damage while remaining operational. Were it not for this inherent sturdiness of design, the Rebel Alliance could never hope to match the sheer number of Imperial fighters that are thrown against it.

Each X-wing is equipped with a socket that is capable of carrying an astromech droid. The astromech droid is an integral component of the X-wing, and only adds to the starfighter's versatility. Not only can the diminutive droid see to minor repairs, it also uses its systems to help compute and store hyperspace coordinates.



X-WING

Craft: Incom T-65B X-Wing

Type: Space superiority fighter

Scale: Starfighter

Length: 12.5 meters

Skill: *Starfighter piloting: X-wing*

Crew: 1 and astromech droid (can coordinate)

Crew Skill: *Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D*

Cargo Capacity: 110 kilograms

Consumables: 1 week

Cost: 150,000 (new), 65,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: No (astromech droid programmed with 10 jumps)

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 25/0D

Scan: 50/1D

Search: 75/2D

Focus: 3/4D

Weapons:

4 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Proton Torpedo Launchers (3 torpedoes each)**Fire Arc:** Front**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1/3/7**Atmosphere Range:** 30-100/300/700**Damage:** 9D**Y-Wing-S3**

Built by Koensayr Manufacturing, the Y-wing was designed to be used in the Clone Wars, but wasn't in production until after that conflict ended. Having already spent the money to retool shipyards to produce the ships, and unable to interest the Empire in the design, Koensayr began selling the ships to anyone who had credits to spare. Officially all such purchases were to legitimate planetary or business concerns, but Koensayr was happy to look the other way if a Hutt or a Rebel managed to produce even halfway realistic documents supporting a sale.

As a result, the Y-wing fighter, lovingly called the "wishbone" by Rebel Alliance pilots, was the workhorse and backbone of the early Rebellion. As the X-wing became increasingly available to the Rebellion, Y-wings became second-line starfighters used only because so many were available. Plans to decommission all Y-wings are periodically drawn up, but some of the ships continue to serve through the Yuuzhan Vong invasion and the conflicts that follow it.

Although not as swift as an X-wing or as powerful as a B-wing, the Y-wing was a sturdy, well-shielded craft with a powerful attack in the form of two ion cannons and proton torpedo tubes. Ungainly for a snubfighter, the Y-wing served as a joint fighter/bomber, able to both enter dogfights with TIE fighters and take out armored targets, such as enemy freighters and planetary bunkers. Few ships its size mounted ion cannons, and the success of the Y-wing is one reason that the B-wing was similarly armed.

■ Y-WING-S3**Craft:** Koensayr BTL-S3 Y-wing**Type:** Attack starfighter**Scale:** Starfighter**Length:** 16 meters**Skill:** Starfighter piloting: Y-wing**Crew:** 2; 1 pilot; 1 gunner, 1 astromech droid (can coordinate)**Crew Skill:** Astrogation 3D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D**Cargo Capacity:** 110 kilograms**Consumables:** 1 week**Cost:** 135,000 (new), 60,000 (used)**Hyperdrive Multiplier:** x1**Nav Computer:** No (uses astromech droid programmed with 10 jumps)**Maneuverability:** 2D**Space:** 7**Atmosphere:** 350; 1,000 kmh**Hull:** 4D**Shields:** 1D+2**Sensors:***Passive:* 20/0D*Scan:* 35/1D*Search:* 40/2D*Focus:* 2/3D**Weapons:****2 Laser Cannons (fire linked)****Fire Arc:** Front**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1-3/12/25**Atmosphere Range:** 100-300/1.2/2.5 km**Damage:** 5D**2 Proton Torpedo Launchers (4 torpedoes each)****Fire Arc:** Front**Skill:** Starship gunnery**Fire Control:** 2D**Space Range:** 1/3/7**Atmosphere Range:** 50-100/300/700 m**Damage:** 9D**2 Light Ion Cannons (fire linked)****Fire Arc:** Turret (may be fixed to forward to be fired by pilot at only 1D fire control)**Crew:** 1**Skill:** Starship gunnery**Fire Control:** 3D**Space Range:** 1/3/7**Atmosphere Range:** 100-300/700/3.6 km**Damage:** 4D**Y-Wing-A4**

The BTL-A4 was a one-man version of the S3, which removed the gunner position and locked down the overhead ion cannon.

It was used commonly by pirate, mercenary, and private defense forces, and therefore was also used by the early Rebel Alliance as the primary starfighter for bombing and disabling roles. As the BTL-S3 became the primary Y-wing variant of the Rebel forces, the A4 was still kept in many units as a supplementary craft. However, Red and Gold Squadrons favored the A4 variant of the Y-wing and used it with distinction in several climactic battles, such as the Battle of Yavin, the capture of the Death Star II plans from the Imperial freighter Suprosa, and the subsequent Battle of Endor.

■ Y-WING-A4**Craft:** Koensayr BTL-A4**Type:** Attack starfighter**Scale:** Starfighter**Length:** 16 meters**Skill:** Starfighter piloting: Y-wing**Crew:** 1; 1 Astromech droid (can coordinate)**Crew Skill:** Astrogation 3D+2, sensors 4D, starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 3D**Cargo Capacity:** 110 kilograms**Consumables:** 1 week**Cost:** 145,000 (new), 70,500 (used)**Hyperdrive Multiplier:** x1**Nav Computer:** No (uses astromech droid programmed with 10 jumps)

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Proton Torpedo Launchers (4 torpedoes each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 9D

2 Light Ion Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Z-95 Headhunter

The Z-95 Headhunter is a venerable starfighter design that still sees use throughout the galaxy. Even though it is no longer produced, either by Incom Industries or Subpro Corporation, unlicensed copies and variants can be found throughout the Outer Rim territories. Without taking into account the number of knock-offs in circulation, there are still more Headhunters in service with planetary fleets, customs personnel, paramilitary organizations, and law enforcement agencies than any other starfighter.

The original Headhunters were more akin to atmospheric fighters than starships. After several generations of continued development, the Z-95 was close to the form and function that it would become famous for. The T-65 X-wing owes much of its success to the Z-95, and the two craft are obvious cousins when placed side by side. It should come as little surprise that many of the galaxy's heroes have flown the Headhunter on more than one occasion.

For its time, the Z-95 Headhunter was a state-of-the-art starfighter that made an indelible mark on the galaxy. Space combat tactics of the time were designed with the Z-95 in mind, and many modern maneuvers are based on those originally flown in the Headhunter by the starfighter aces of yesteryear.

The stock Z-95 is not equipped with hyperdrive engines, but it wasn't long before Alliance technicians created a number of variant Headhunters that could traverse hyperspace. Prior to implementing hyperdrives, the Rebel Alliance was reluctant to assign the craft to its fleet, instead

keeping a handful of Headhunters for short-range defense in remote sectors. Though still a relative rarity in the Alliance fleet, they are ubiquitous enough to be utilized for sensitive operations in areas where their discovery will not immediately reveal the Alliance's presence the same way that an A-wing or X-wing would.

Another point in favor of the Z-95 is its durability and ease of repair. It is a rugged craft that can take a beating and keep flying. Use of the craft is so widespread, and so many have been manufactured over the years, that it is a simple matter to find spare parts, even on most backwater worlds.

■ Z-95 HEADHUNTER

Craft: Incom/Subpro Z-95 I3 (Improved Model 3) Headhunter

Type: Multi-purpose starfighter

Scale: Starfighter

Length: 11.8 meters

Skill: Starfighter piloting: Z-95

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1

Cargo Capacity: 85 kilograms

Consumables: 1 day

Cost: 80,000 (new), 45,000 (used)

Maneuverability: 1D

Space: 7

Atmosphere: 400; 1,150 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 1/2D

Weapons:

2 Triple Blasters (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

2 Concussion Missile Launchers (6 missiles each)

Fire Arc: Front

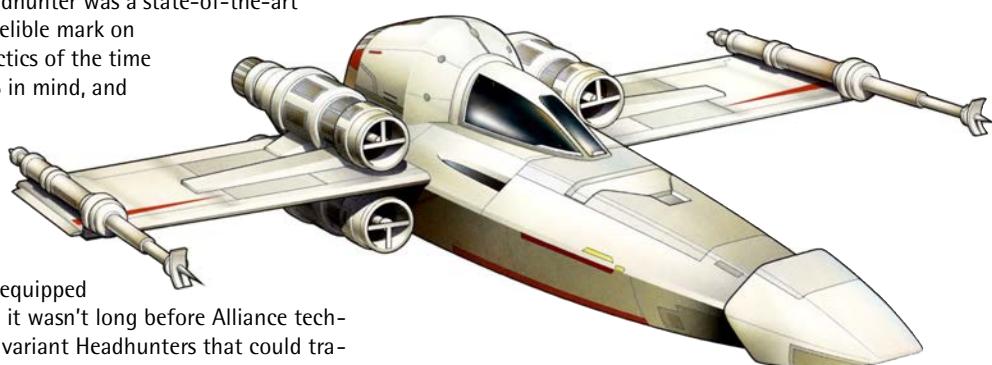
Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 7D



CAPITAL SHIPS

Capital combat starships (often referred to simply as "capital ships") are huge vessels built for deep-space warfare. With crews numbering in the thousands, these vessels sport scores of heavy weapons and often carry several squadrons of starfighters. These ships can operate for months or years without having to stop for resupply, and are designed to take an unbelievable amount of punishment before losing any fighting capacity. These tremendously expensive starships are at the core of most star fleets, and can be in service for decades. Some of the most famous capital ships include Imperial Star Destroyers, Corellian Corvettes, Mon Cal Star Cruisers and Imperial Dreadnaughts. These ships use the *capital ship piloting* skill.

Acclamator-class Assault Ship

The Acclamator-class assault ship, produced by Rothana Heavy Engineering for Kamino's cloners, quickly became a staple of the Old Republic's clone legions. Produced on a scale to match that of the clone troopers it was designed to carry, dozens of the ships were crewed and ready to depart when Jedi Master Yoda arrived to mobilize an invasion force. Though formidable in appearance, the ships had never been tested in battle. Given the Acclamator's role as the primary delivery system for ground forces, the entire conflict hinged on its ability to survive under combat conditions.

The Acclamator saw its baptism of fire during the invasion of Geonosis. A small number of the assault ships were lost to ground fire following the deployment of troops to the planet surface, but the casualties were deemed acceptable. Those that remained pulled back to provide orbital fire support. By the end of the first day, the Separatist forces were scattered and in complete retreat. The Acclamator had proved its worth and stood as a chilling omen of the Star Destroyers that would eventually take its place.

Following the Clone Wars, the Acclamator was replaced in service by newer, larger, and more powerful ships, such as the Victory- and Imperial-class Star Destroyers. The Acclamators that remained in Imperial service were relegated to duty in rear-echelon areas. Scattered reports reveal that Acclamators were used as transports for prisoners and slaves following the beginning of the rebellion against the Empire, but these rumors are difficult to confirm. Many of the venerable assault ships were eventually decommissioned and stripped, their hulls broken down and recycled by Kuat Drive Yards in order to produce newer and more terrifying weapons.

The Acclamator is designed as a legion-level troop transport. Using exceptionally efficient hyperdrive engines, an assault ship is capable of traversing the vastness of space in a short amount of time. In addition to 16,000 clone troopers, a typical Acclamator carries 48 AT-TE walkers, 80 LAAT gunships, 36 self-propelled heavy artillery units, and 320 speeder bikes. Once a force is deployed, the assault ship has the capacity to function as an orbital command center.

In dire situations, several Acclamators could join forces to perform an orbital bombardment designed to eradicate all factors of production (including all sentients). Code-named Base Delta Zero by Old Republic, Confederacy, and (later) Imperial forces, such a technique was sparingly used against systems that were too rebellious to be conquered.



If the Acclamator has one weakness, it is its overspecialization as a ground attack platform. Though it can certainly defend itself from small spaceborne threats, it doesn't have the staying power or flexibility to stand against a concerted attack by capital ships. It is for this reason, more than any other, that the Acclamator design was eventually abandoned by the Empire in favor of larger, less specialized vessels.

■ ACCLAMATOR ASSAULT SHIP

Craft: Rothana Heavy Engineering Acclamator-class Military Assault Ship

Type: Assault ship

Scale: Capital

Length: 752 meters

Skill: Capital ship piloting: Acclamator-class

Crew: 20,141

Crew Skill: All skills typically at 4D

Passengers: 16,000 (troops)

Cargo Capacity: 11,250 metric tons

Consumables: 2 years

Cost: 29 million (new), 19 million (used)

Hyperdrive Multiplier: x.75

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+1

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 150/3D

Focus: 4/3D+2

Weapons:

12 Turbo Quadlasers

Fire Arc: Partial Turret (6 front/left, 6 front/right)

Skill: Capital ship gunnery

Fire Control: 1D+1

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/15 0km

Damage: 5D

4 Proton Torpedo Tubes (100 torpedoes)

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: +2

Space Range: 2-12/30/60

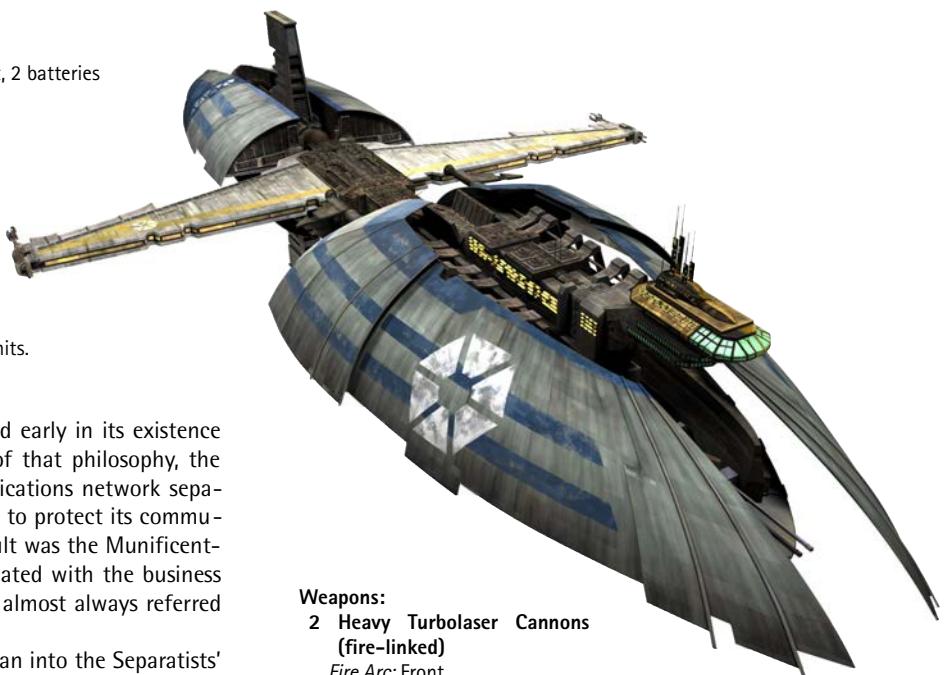
Atmosphere Range: 4-24/60/120 km

Damage: 9D

24 Point Laser Cannons

Fire Arc: 2 batteries front, 2 batteries left, 2 batteries right
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+1

Ground/Air Complement: 320 speeder bikes, 48 AT-TE walkers, 80 LAAT gunships, 36 self-propelled heavy artillery units.

**Banking Clan Frigate**

The InterGalactic Banking Clan learned early in its existence that security meant profit. As a result of that philosophy, the clan decided it needed its own communications network separate from the HoloNet, and military ships to protect its communications and other investments. The result was the Munificent-class star frigate, a ship so closely associated with the business that custom-ordered its design that it is almost always referred to as the Banking Clan Frigate.

When San Hill brought the Banking Clan into the Separatists' fold, he brought the frigates with him. After the defeat of the Confederacy, most of the remaining frigates were scuttled. A few escaped with their crews, becoming pirates or (eventually) members of the Rebellion. In many cases, the ships were extensively rebuilt by Rebels, radically changing the ships' appearance.

Banking Clan Frigates serve as communication ships, troop transports, and front-line ships. In an ideal situation, a star frigate could focus on protecting larger capital ships and eliminating smaller, more weakly armed ships. Its prow-mounted heavy turbolasers could punch through the shielding and armor of smaller capital ships, allowing the Munificent-class ship to take on military-grade targets. In practice, however, the Banking Clan vessels often had to contend with Star Destroyers – conflicts that rarely went well for the frigates.

BANKING CLAN FRIGATE

Craft: Hoersch-Kessel Drive/Gwori Revolutionary Industries Munificent-class Star Frigate

Type: Frigate

Scale: Capital

Length: 825 meters

Skill: Capital ship piloting: Banking Clan frigate

Crew: 200, gunners: 114, skeleton: 75/+15

Passengers: 150,000 (deactivated battle droids, no more than 2,000 can be activated on-board at once)

Cargo Capacity: 40,000 metric tons

Consumables: 2 years

Cost: Not available for sale (valued at 57 millions)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 3D+2

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 100/3D

Focus: 4/3D+2

Weapons:**2 Heavy Turbolaser Cannons (fire-linked)**

Fire Arc: Front
Crew: 35
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Damage: 8D

2 Heavy Ion Cannons (fire-linked)

Fire Arc: Front
Crew: 20
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Damage: 6D

26 Twin Turbolaser Cannons

Fire Arc: 5 batteries left, 5 batteries right, 3 batteries rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 3D

20 Light Turbolasers

Fire Arc: 2 batteries front/left, 2 batteries front/right (partial turrets)
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 2D

38 Point-Defense Laser Cannons

Fire Arc: 4 batteries front, 5 batteries left, 5 batteries right, 5 batteries rear
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/10/20
Damage: 3D

Hyperwave Jammer

Fire Arc: All
Crew: 10
Skill: Communications
Space Range: 3-15/35/75
Damage: The powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on *sensors* and

communications rolls (-2D for starfighters, -1D+1 for space transports, -2 for capital ships). The same penalty is applied to the fire control of any weapon fired at the frigate (although fire control can't be reduced to less than 0D). The jammer is selective enough not to affect friendly ships, but it isn't powerful enough to affect space stations.

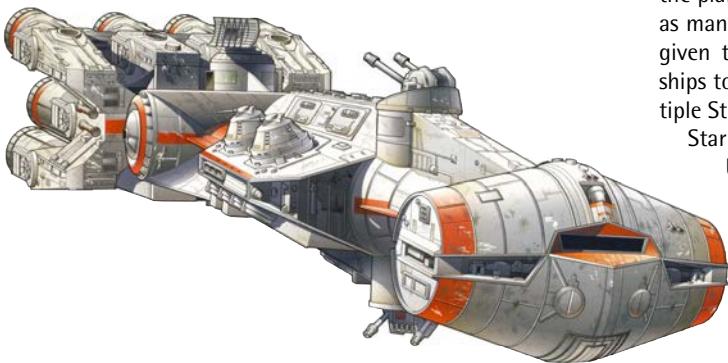
Starfighter Complement: 12 landing craft/shuttles

Corellian Corvette

One of the most common and popular vessels produced by the Corellian Engineering Corporation, the CR90 Corvette serves multiple purposes in fleets of all types throughout the galaxy. A smaller capital ship that is just a step up from a space transport, the Corellian Corvette is large enough to carry a significant complement of passengers or troops while requiring a relatively small crew to operate. Durable vessels that complement any battle group (and, indeed, they are often seen in Rebel and pirate fleets), many Corellian Corvettes are owned by individuals and private organizations. Often referred to as blockade runners, these ships boast a distinctive "hammerhead" design that is recognizable almost anywhere in the galaxy.

Though excellent as consulars or transport ships, Corellian Corvettes also see extensive use as military and pirate vessels. Most Corellian Corvettes are easily modified (a common trait among many of the ships produced by the Corellian Engineering Corporation), and as such they can be tailored to a specific owner's needs. The ease with which CR90 Corvettes are modified makes adding weaponry, shielding, and even secondary hull plating a simple matter, meaning that aftermarket modifications that boost the ship's offensive capability are among the most common upgrades made to the vessel. Pirates, gunrunners, ship-jackers, and smugglers favor the CR90 Corvette because even a heavily modified ship can appear innocuous at first glance, making it easy to launch surprise attacks on unsuspecting targets (or sneak past the watchful eyes of the authorities).

Corellian Corvettes often see use in small-scale naval skirmishes, such as breaking planetary blockades. In fact, many planetary defense fleets use Corellian Corvettes to breach enemy lines and set up flanking maneuvers. Since the ship's configuration can be changed to suit a variety of roles (including naval combat, escort, troop carrier, and cargo hauler), these ships are often considered dynamic assets, allowing their owners to get greater use out of the ship when compared to more static vessels. As such, they are highly valued in both military and civilian roles (and can often shift between the two over the course of a single ship's lifetime).



CORELLIAN CORVETTE

Craft: Corellian Engineering Corporation CR90 Corvette

Type: Mid-sized multi-purpose vessel

Scale: Capital

Length: 150 meters

Skill: *Capital ship piloting: Corellian Corvette*

Crew: 30 to 165, depending upon configuration

Crew Skill: *Astromech 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1*

Passengers: Up to 600, depending upon configuration

Cargo Capacity: 3,000 metric tons

Consumables: 1 year

Cost: 3.5 million (new), 1.5 million (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

6 Double Turbolaser Cannons

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 1 (3), 3 (3)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

Imperial Star Destroyer

Few starships inspire terror the way an Imperial Star Destroyer can. A symbol of the Empire's might and an instrument of its tyranny, the Imperial Star Destroyer is a dagger-shaped vessel of pure destruction. Armed with powerful weapons and nearly impregnable defenses, the Imperial Star Destroyer is a one-ship command platform that can be used to fill a variety of roles. Star Destroyers act as assault warships, planetary defenders, and even escort vessels for extremely important ships. An Imperial Star Destroyer carries enough troops and assault vehicles to stage an invasion on a lightly defended planet, and acts as a mobile fortress from which the Empire can engage in entire military campaigns.

During the height of the Empire, Star Destroyers were deployed in every sector, and some planets even have their own Star Destroyers assigned to them. The Imperial fortress worlds of the Deep Core often had multiple Star Destroyers assigned to the planet, and important planets such as Coruscant might have as many as a dozen Star Destroyers, if not more, in orbit at any given time. Unlike the Old Republic, the Empire built enough ships to extend its reach all the way to the Outer Rim, and multiple Star Destroyers patrolled the space lanes on a regular basis.

Star Destroyers are among the few vessels used for orbital bombardment, a favorite tactic of the ruthless Empire.

Entire planets have been frightened into submission by the mere presence of an Imperial Star Destroyer in orbit. Imperial Star Destroyers are capable of delivering precise orbital strikes — destroying only a small section of a planet — as well as delivering bombardments that wipe out all life and industry on a world (a tactic known as Base Delta Zero). Only those



planets that have powerful shields can withstand the turbolasers of an Imperial Star Destroyer, and some worlds (including Caa-mas) have been devastated by such tactics.

An Imperial Star Destroyer bristles with weapons, and for good reason. With twenty turbolaser batteries, a Star Destroyer can pound on other capital ships, reducing their shields in a matter of minutes. Likewise, its ion cannons can quickly disable ships, allowing the Empire to tear the ship apart and take the prisoners alive. Another ten tractor beam generators ensure that few ships will escape its grasp, especially smaller capital ships. Though less effective against starfighters, a Star Destroyer is not to be trifled with. Even the best starfighter corps fears the armament of an Imperial Star Destroyer, since a lucky shot from a turbolaser will turn even the most nimble starfighter into a smoldering cloud of debris in an instant.

IMPERIAL STAR DESTROYER

Craft: Kuat Drive Yards' Imperial I Star Destroyer

Type: Star Destroyer

Scale: Capital

Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

Crew: 36,810, gunners: 275, skeleton: 5,000/+20

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,700(troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 7D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+2

Weapons:

60 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right

Crew: 1 (20), 2 (40)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (15), 2 (45)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

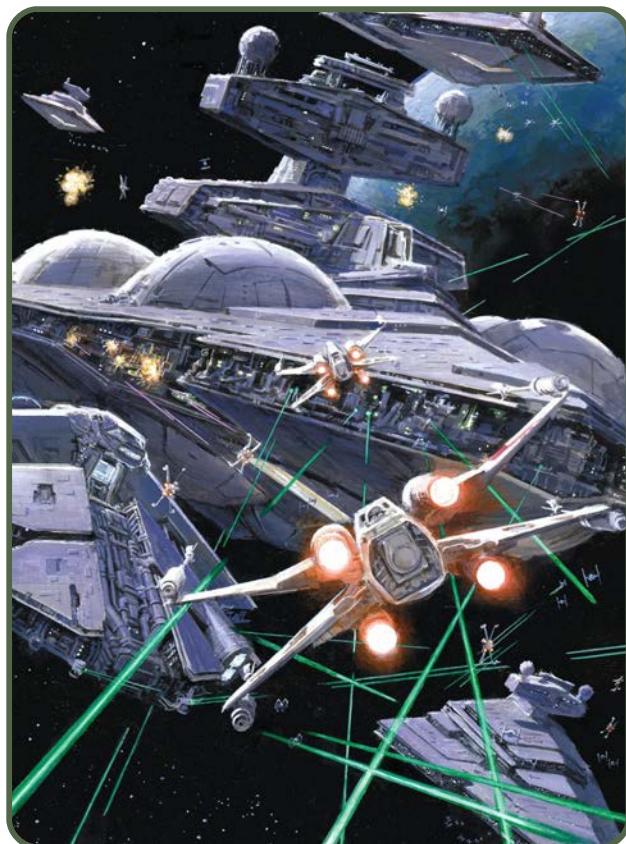
Damage: 6D

Starfighter Complement: 72 TIE starfighters (any variant), 8 Lambda-class shuttles.

Ground/Air Complement: 20 AT-ATs and 30 AT-STs, various support vehicles.

Interdictor Cruiser

The Immobilizer 418 Interdictor-class heavy cruiser is a capital starship used to pull ships out of hyperspace and prevent them from reentering, trapping them in realspace and keeping them from escaping. The Immobilizer 418 uses four massive gravity well generators that produce a gravity shadow in hyperspace (similar to that projected by a planet or a star) that makes hyperspace travel through that area impossible. When an Immobilizer 418 has its gravity well projectors fired up, any ships traveling through hyperspace in the vicinity immediately revert to realspace, and no ship within a hyper-space interdiction area can make the jump to lightspeed until the gravity well generators are shut down.



The Immobilizer 418 was developed in response to the hit-and-run tactics of the Rebel Alliance. The success of the Immobilizer 418 once again gave the Empire an advantage over Rebel tacticians, though fortunately for the Alliance, only a relatively small number of Interdictor-class heavy cruisers were converted for use during the Galactic Civil War. However, the ships were so successful that some Star Destroyers were retrofitted with gravity well generators in order to provide a more powerful platform for interdiction technology.

The Immobilizer 418 is typically accompanied by a contingent of more heavily armed vessels, not only to lie in ambush but also to protect the Interdictor-class heavy cruiser from the ships they are trapping. Pulling a Rebel fleet out of hyperspace typically makes the Immobilizer 418 the primary target of the trapped fleet, and as a result the ship needs protection in order to keep from being destroyed.

Once the Immobilizer 418 has pulled the targets from hyperspace, the ship's crew must keep the gravity wells focused on the trapped fleet; otherwise their prey will escape into hyperspace simply by outrunning the Immobilizer and its fellow ships. Directing a gravity well is no simple matter, requiring the same kind of precision and expertise as is required to operate a tractor beam, and the Immobilizer 418's crew is trained to maintain gravity wells in the heat of combat.

■ INTERDICTOR CRUISER

Craft: Sienar Fleet Systems' Immobilizer 418

Type: Interdictor-class heavy cruiser

Scale: Capital

Length: 600 meters

Skill: Capital ship piloting: Interdictor Cruiser

Crew: 2,783, gunners: 24, skeleton: 1,500/+10

Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D

Passengers: 80 (troops)

Cargo Capacity: 5,500 metric tons

Consumables: 1.2 years

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 5D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 75/2D

Search: 150/3D

Focus: 5/4D

Weapons:

20 Laser Cannons

Fire Arc: 10 front, 5 left, 5 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D

4 Gravity Well Projector

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

Starfighter Complement: 24 starfighters (any variant)

Operating Gravity Well Projectors

Preventing escape into hyperspace is done by simply placing gravity wells close enough to a ship making it virtually impossible to make a jump due to the proximity of the interference.

Firing Gravity Well Projectors. This is done in the same manner as firing weapons. The gunner picks a specific location where the gravity well will be centered. The difficulty is based on the range of the gravity well projectors (Very Easy at point blank range, Easy at short range. Moderate at medium range, and Difficult at long range). There is no die cap for scale.

If the roll is successful, the gravity well is placed exactly where the gunner wanted. If the roll misses, the gravity well is centered somewhere else. Roll on the "Grenade Scatter Diagram" to determine the direction (see Combat & Injuries), and to determine the distance roll on the chart below.

Range Of Attack	Distance (In units)
Point-blank	1D
Short	2D
Medium	4D
Long	8D

Effects. The effect of the gravity well depends upon how far it is from an enemy starship. First, determine the distance from the ship to the center of the gravity well. Then, add the number below to the difficulty to jump into hyperspace (the astrogation difficulty).

Range	Difficulty Add
0-6	Ship cannot Jump to hyperspace
7-12	+30 or more to difficulty
13-18	+21-29 to difficulty
19-24	+11-20 to difficulty
25-36	+6-10 to difficulty
37-48	+1-5 to difficulty

Gravity Well Projector Limitations. While gravity well projectors are impressive weapons under the correct circumstances, they have their limitations.

Powering up a gravity well projector takes six rounds (30 seconds). A gravity projector can be turned off with no delay, but the capacitors take eight rounds to shunt the power and completely recycle, meaning that the gravity well operator must wait eight rounds before placing another gravity well without risking damaging the generator. If the gravity well operator wants to risk blowing up the generator, he can do so sooner. To do so, add the following difficulty modifier, depending upon how many rounds the operator waits.

Rounds	Difficulty Modifier
1	+50
2	+40
3	+30
4	+20
5	+15
6	+10
7	+5

If the roll to place the new gravity well is missed by more than five points, the gravity well generator blows out.

Moving Gravity Wells. Gravity wells, once placed, are difficult to move. To move a gravity well, the operator must make a capital ship gunnery roll, with the difficulty based on how far he wants to move the gravity well.

Movement (In Units)	Difficulty
1-2	Moderate
3-4	Difficult
5-6	Very Difficult
7+	Heroic (add +10 for every additional two units)

Affecting The Interdictor Cruiser. The great energy output of the gravity well projectors also affects the movement and handling of Interdictor cruisers. For every gravity well projector being operated, apply the following modifiers: -1D to maneuverability, -1 to move. These modifiers are cumulative, so an Interdictor cruiser with all four gravity well projectors operating would have -4D to its maneuverability and -4 to its move.

To Force Ships From Hyperspace. Tracking a ship's hyperspace vector isn't easy, and often the Interdictor cruiser's captain has to make an educated guess about where and when a target ship is going to be passing. If the information is simply wrong, for example, saying that the target ship is going to be flying to Coruscant when it is really going to Tatooine, there is nothing the Interdictor can do. However, if some of the facts are known, it is possible to bring a ship out of hyperspace.

If the captain has exact information on the ship's speed, route and destination, it is assumed that he will be able to place the gravity wells where they need to be at the appropriate time. However, if the captain doesn't have exact information, placing the gravity wells is a hit-or-miss situation — if the target ship stops and makes several layovers, or changes routes, or goes slower or faster than whoever tracked it thought it would, there is nothing the Interdictor can do. In other words, this must be left up to the gamemaster's discretion.

However, if the trap is correctly placed, the Interdictor should have several other ships to assist it once a ship is brought out of hyperspace. When the ship is forced into realspace, the crew will in all likelihood be startled for a few moments, and it is in this period of confusion that the other ships must strike. Some ships will use blasters to render the ship helpless, while others will use tractor beams to latch onto it and prevent its escape. The Interdictor can still be of assistance by using its gravity well projectors to prevent the ship from escaping into hyperspace, as outlined in the previous entry.

Mon Calamari MC80 Cruiser

Of the dozens of Mon Calamari warships that joined the Rebel fleet, the MC80 is the most powerful. As equipped, the MC80 is the largest ship in the Rebel arsenal. Even though the MC80 is a full 400 meters shorter than an Imperial-class Star Destroyer, it is more than capable of giving its larger opponent a sound beating. The recklessness of Imperial commanders, combined with the skill of the Mon Calamari gun crews, cost the Empire several of their most powerful warships. Following these losses, the Empire began to take the Mon Calamari threat more seriously.



No two MC80s are the same, despite the fact that they have identical alphanumeric designations. Their capabilities are roughly the same, but their external appearance and internal structure are quite different. When placed side by side, the variations between these enormous ships can be noticed by beings that are attentive enough to see them.

The crew complements of Alliance MC80s feature a large cross-section of galactic species, but the command crews of these vessels are made up exclusively of Mon Calamari volunteers. The reasons for this are practical rather than elitist, since the controls and other ship systems were created with Mon Calamari physiology in mind. Although a human might be able to contribute to the control of such a warship, he would never be as adept at doing so as his Mon Calamari counterparts.

It is often said by galactic historians that the Rebel Alliance would never have gained victory over the Galactic Empire if not for the generosity and sacrifice of the Mon Calamari. No one knows this more than the Mon Calamari themselves. Regardless, the Mon Calamari are a humble species, and they have never sought glory for their role in the conflict.

Despite the superior engineering that went into their construction, the fact remains that Mon Calamari ships are smaller and less well armed than Imperial Star Destroyers. In order to make up for these deficiencies, the Mon Calamari have developed several tactics that take advantage of their ships' exceptional speed and maneuverability. Although the Imperial Navy's initial contact with Mon Calamari cruisers resulted in the destruction of several Star Destroyers, this was a result of the recklessness and audacity of Imperial Commanders. The Empire has learned its lesson, and such careless behavior on the part of its naval crews can no longer be assumed.

It is rare for a Mon Calamari cruiser to directly engage an Imperial Star Destroyer. There are so few MC80s that such tactics would quickly decimate the Rebel fleet. Even if losses were equal on either side, the Empire would still have a vast numerical advantage over the Alliance. The one thing that often makes all the difference are the small, well-equipped starfighters that are so commonly employed by the Alliance. A single MC80 is equipped with as many as 36 fighter craft, and this number can include any ratio of A-, B-, X-, or Y-wing starfighters. More often than not, an MC80 will sit at a safe distance and provide covering fire for its fighter wing and support ships.

Aside from its agility and the superior starfighters in its launch bay, the MC80 has one other benefit over the Imperial Star Destroyer: a series of highly advanced backup shield generators. These generators allow an MC80's deflector shields to recharge at twice the normal rate, adding to the ship's overall durability. For every three swift actions taken to recharge its shields, an MC80 will regain 10 shield points instead of the normal 5. This benefit has made all the difference in a number of battles.

■ MON CALAMARI MC80 STAR CRUISER

Craft: Mon Calamari MC80 Star Cruiser
Type: Star cruiser
Scale: Capital
Length: 1,200 meters
Skill: Capital ship piloting: Mon Calamari cruiser
Crew: 5,156, gunners 246, skeleton: 1,230/+10
Crew Skill: Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D
Passengers: 1,200 (troops)
Cargo Capacity: 20,000 metric tons; 5,000 cubic meters
Consumables: 2 years

Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 3D *

* Mon Cal star cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.

Sensors:

Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D

Weapons:

48 Turbolaser Batteries (fire separately)

Fire Arc: 12 front, 12 left, 12 right, 12 back
Crew: 1 to 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

20 Ion Cannons (fire separately)

Fire Arc: 8 front, 4 left, 4 right, 4 back
Crew: 1 to 7
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

6 Tractor Beam Projectors (fire separately)

Fire Arc: 4 front, 1 left, 1 right
Crew: 1 to 10
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Starfighter Complement: 36 A-, B-, X-, and/or Y-wing fighters, two light freighters or shuttles

Nebulon-B Frigate

In the earliest days of the Rebellion, the Alliance was hugely successful in its attacks against Imperial shipping and supply convoys. Much of the reason behind these successes was the Empire's reluctance to assign its valuable Star Destroyers to something as menial as escort duty. What the Empire required was a less expensive capital ship with the capacity to carry TIE fighters.

Well armed and able to carry two dozen TIE fighters, the Nebulon-B quickly stymied the majority of Alliance raids on Imperial shipping. Rebel pilots were dismayed to discover that raids on convoys, which were once considered to be veritable cakewalks, had become much more dangerous.

Despite the Empire's dominance in regard to the Nebulon-B, the Alliance has managed to acquire several of the ships for its own use. A number of these ships were captured by daring attacks on Imperial dockyards, while others were placed under Alliance control by their sympathetic captains. These Nebulon-B frigates functioned as the Alliance's primary assault ships during the early stages of the Galactic Civil War, until the Mon Calamari joined the cause against the Empire.

Several of the Alliance's Nebulon-B frigates, such as the Redemption, are modified to function as medical frigates. Up to 700 wounded can be tended aboard a single cruiser, and the most technically advanced medical equipment available is used to treat them. In addition to organic doctors, these ships employ numerous medical droids.

The Nebulon-B escort frigate was incredibly well suited to a number of tasks, such as anti-starfighter screening and suppression of mid-sized warships. Aside from performing escort duty, the Nebulon-B was easily adapted to other purposes. It was well suited to long-range patrols, able to go up to two years before its stores ran dry. Search and rescue duties were second nature for the Nebulon-B, and several such frigates were employed as deterrents to space pirates and smugglers. Because the Nebulon-B was equipped with sophisticated scanners and deep-space antenna arrays, it performed exceptionally well as a command center during space battles and planetary assaults.



■ NEBULON-B FRIGATE

Craft: Kuat Drive Yards' Nebulon-B Frigate
Type: Escort starship
Scale: Capital
Length: 300 meters
Skill: *Capital ship piloting: Nebulon-B*
Crew: 854, gunners: 66, skeleton: 307/+10
Crew Skill: *Astromech 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1*
Passengers: 75 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 850 kmh
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 75/2D
Search: 150/3D
Focus: 4/4D+2
Weapons:
12 Turbolaser Batteries
Fire Arc: 6 front, 3 left, 3 right
Crew: 1 (2), 2 (8), 4 (2)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
12 Laser Cannons
Fire Arc: 6 front, 2 left, 2 right, 2 back
Crew: 1 (8), 2 (4)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 2D

2 Tractor Beam Projectors

Fire Arc: Front
Crew: 12
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Starfighter Complement: 24 fighters

Republic Cruiser

Corellian Engineering Corporation's Consular-class cruiser is in service toward the end of the Old Republic, though decades before the Clone Wars. It is an economic and simple starship, a change from the more grandiose vessels the Republic built before budgets got tight. This simple and utilitarian design does not sit well with all Republic diplomats, but it does make the ships appealing to Jedi negotiators who seek to draw as little attention to themselves as possible.

Though they were built to be unarmed diplomatic vessels, the ease of changing out the salon pod (as well as the highly modifiable nature of all CEC vessels) naturally led to the addition of weapons on Consular-class cruisers when times got hard. Modified vessels served in the Judicial Forces and made up part of a war fleet during the Stark Hyperspace War. Several of the cruisers, including the flagship Invincible, were heavily modified into Republic light assault cruisers (over the course of months in a major shipyard), while others were given more modest battle pods to replace their typical salon pods.

During the Clone Wars, Consular-class ships with specialized salon pods served as fighter carriers, missile cruisers, medical ships, long-range scouts, and point-defense escorts. After the war, ships of this type were often left for junk, scrapped, or sold to private enterprises. Many ended up as pirate craft, planetary patrol ships, and Rebel Alliance cruisers. Smugglers also valued modified Consular-class ships, but could rarely afford them. (Those who succeeded in acquiring one, such as Rebel sympathizer Rif Taranu and his Dead Reckoning, were generally very successful.)

A Consular-class cruiser is designed to be a utilitarian ship, able to perform multiple types of missions. One major component of the Consular-class is the salon pod, an easily swapped-



out section of the lower front of the ship. Each pod was an area of luxury accommodations and secure communications equipment. Different salon pods catered to different species, allowing a single Consular with a dozen or so pods kept in spacedock to serve as a diplomatic vessel for multiple Senatorial groups as they needed it. Salon pods can also be ejected from the starship to act as lifeboat escape pods.

Other kinds of pods can be swapped out as well, including pods with concussion missiles, bacta tanks, or sensor and jamming suites. Such pods might have as many as 20 emplacement points' worth of systems and can be swapped out in a matter of minutes. Combined with the 5 unused emplacement points common to most CEC starships, the ability of a Consular-class to adapt to new missions is only as limited as the mechanics who are modifying it.

■ REPUBLIC CRUISER

Craft: Corellian Engineering Corporation Consular-class Space Cruiser

Type: Diplomatic transport

Scale: Capital

Length: 115 meters

Skill: Capital ship piloting: Corellian space cruiser

Crew: 8

Crew Skill: Typically 6D in applicable skills

Passengers: 16

Cargo Capacity: 1,000 metric tons

Consumables: 6 months

Cost: 1.25 million

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

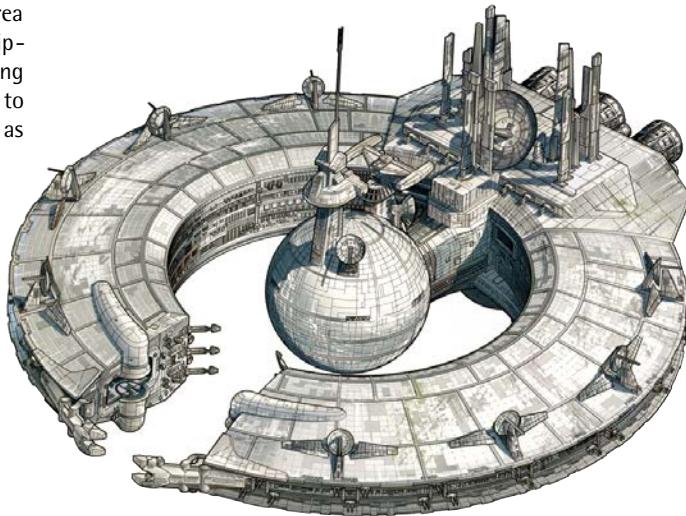
Search: 100/3D

Focus: 5/4D

Trade Federation Battleship

The mainstay of the Trade Federation space fleet, the Lucrehulk-class battleship is a dangerous and heavily armed vessel that can be a threat to any ship that gets too close. These battleships come in two varieties: normal battleships, and Droid Control Ships. The Droid Control Ships are far more rare, and usually were nestled behind a defensive screen where they could organize the droid starfighters and ground troops accordingly. Each Droid Control Ship houses massive command and control computers which broadcast control signals to all nearby droid troops and starfighters, coordinating their actions and issuing commands. Without the Droid Control Ships the droid members of the Confederacy could not function.

Originally designed as freighters but retrofitted with weapons, the Lucrehulk-class battleship was further upgraded at the start of the Clone Wars to be a more formidable combat vessel in comparison to the Republic space fleet. Since the ships are usually not engaged in direct combat with enemy starships, the Droid Control Ships were given a lower priority than other Lucrehulk-class battleships, and as such retain the same armament that they had around the time of the Battle of Naboo.



Trade Federation battleships operate much like any other capital ship. They use turbolasers and heavy laser cannons to pound opposing capital ships into submission, while the point-defense quad lasers remain effective against starfighter assaults. Since the Lucrehulk-class battleships are converted freighters they carry no special systems designed specifically for combat, and have a number of design flaws that make them vulnerable to attack. These ships have extremely volatile reactors positioned near the cargo bays, and (as at least one Droid Control Ship at the Battle of Naboo discovered) an attack from within a cargo bay can destroy an entire ship.

■ TRADE FEDERATION BATTLESHIP

Craft: Hoersch-Kessel Drive, Inc., Lucrehulk-class Battleship

Type: Battleship

Scale: Capital

Length: 3,170 meters

Skill: Capital ship piloting: Lucrehulk-class

Crew: 150 droids, 25 Neimoidian command staff

Crew Skill: Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1

Passengers: 329,600 battle droids

Cargo Capacity: 5 million metric tons

Consumables: 500 days

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 3

Hull: 6D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D+2

Focus: 6/4D

Weapons pre-Clone Wars:

42 Quadlasers

Fire Arc: 14 front, 14 rear, 7 right, 7 left.

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/20

Atmosphere Range: 100-500/1/2 km

Damage: 5D

Weapons during Clone Wars:**51 Turbolasers**

*Fire Arc: 13 front, 13 right, 13 left, 12 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D*

520 Assault Laser Cannons

*Fire Arc: 92 front, 184 right, 184 left, 60 rear
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 2-10/20/40
Atmosphere Range: 0.2-1/2/4 km
Damage: 7D*

185 Quadlaser Batteries

*Fire Arc: 51 front, 55 right, 55 left, 24 rear
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/20
Atmosphere Range: 100-500/1/2 km
Damage: 4D*

Starship Complement: 50 landing ships, 1500 droid starfighters

Ground Assault Complement: 550 MTTs, 1500 troop carriers, 6250 AATs

Venator-class Star Destroyer

The Venator-class Star Destroyer was the brainchild of designer Lire Blissex, who created it to serve as a multipurpose warship during the Clone Wars. Also called a Republic attack cruiser, the ship was very successful as an escort and a battle-group leader and often served as a flagship for Jedi commanders.

An able warship and among the most dangerous ships of its era, eventually the Venator serves best as part of a massive fleet, acting as both a primary fighting ship and a starfighter carrier while supporting numerous more specialized capital ships. By itself, or as part of a group with smaller ships, the Venator lacks the ability to carry out long-range missions. Its relatively small capacity for supplies, coupled with its need for constant influx of dozens of new fighters and fighter parts, forces a Venator to either stay near Core worlds or support a long supply line of large freighters.

Intended to be in the thick of the fighting beside its own starfighter complement, the Venator carries several point-defense laser cannon batteries. These are thickest around its massive flight deck, to ensure that enough firepower exists to prevent enemy fighters from entering the ship.



To allow its hundreds of fighters to quickly launch and be recovered, a Venator has a dorsal flight deck with sliding armored doors. When a Venator's dorsal flight deck is opened, the ship's hull rating is reduced by 1D to 4D+1. After too many ships of the class were lost to hits into the open flight deck, the feature was abandoned for future Star Destroyer designs.

■ VENATOR STAR DESTROYER

Craft: Kuat Drive Yards Venator-class Star Destroyer
Type: Star destroyer
Scale: Capital
Length: 1,137 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 7,400, gunners: 124, skeleton 3,025/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
Passengers: 2,000 (troops)
Cargo Capacity: 20,000 metric tons, 40 LAAT/I gunships, and 24 heavy walkers of various makes
Consumables: 2 years
Cost: Not available for sale (valued at 59 millions)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 340; 975 kmh
Hull: 5D+1 (4D+1 if dorsal flight deck doors are open)
Shields: 3D+1
Sensors:
*Passive: 40/1D
Scan: 70/2D
Search: 150/3D
Focus: 4/3D+2*

Weapons:**8 Heavy Turbolasers**

*Fire Arc: 1 battery front/right, 1 battery front/left (partial turrets)
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D+1*

2 Medium Dual Turbolasers

*Fire Arc: 1 front/left, 1 front/right (partial turrets)
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D*

26 Point-Defense Laser Cannons

Fire Arc: 12 front, 6 left, 6 right, 2 rear

*Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/10/20
Atmosphere Range: 400-1/5/10 km
Damage: 5D*

6 Tractor Beam Projectors

*Fire Arc: 4 front, 1 left, 1 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D*

4 Proton Torpedo Tubes (18 torpedoes each)*Fire Arc: Front**Crew: 3**Skill: Capital ship gunnery**Fire Control: 2D**Space Range: 2-12/30/60**Atmosphere Range: 4-24/60/120 km**Damage: 9D***Starfighter Complement:** 192 V-wings, 192 Eta-2 Actis interceptors, 36 ARC-170s.**Ground Assault Complement:** 40 heavy airspeeders, 24 heavy walkers, various support craft

SPACE TRANSPORTS

Space transports cover the entire range of non-combat starships, small transports (like the YT-1300 freighter), bulk cruisers with millions of cubic meters of cargo space, shuttles, luxury cruise liners, and any other ship of civilian use. All of these vessels use the *space transports* skill.

Firespray-31 Patrol Craft

Designed to function as a prisoner transport and system patrol ship, the Firespray-31 patrol craft is a highly customizable vessel that is favored by law enforcement officials and bounty hunters alike. With an unorthodox design and a moderate stock armament, the Firespray-31 is a tough and durable vessel that can withstand the rigors of patrol and escort duty and deliver a punishing counterattack against any assailants.

The Firespray-31 boasts an unusual design that keeps the cockpit facing the sky while landing, but facing forward while in flight. Though such an unusual configuration requires some getting used to by the pilot, most owners of this system patrol craft insist that the design keeps the engines from being damaged when the vessel lands and allows for very rapid vertical takeoffs.

Though most of the original Firespray-31 prototypes were destroyed some time before the Clone Wars, a few of the ships (such as *Slave I*) made their way into the hands of private citizens. Most were constructed from blueprints sold by Kuat Systems Engineering to buyers who had the means of constructing the ships themselves, since Jango Fett destroyed all of the officially manufactured prototype models. Following the rise of the Empire, Kuat Systems Engineering began to produce the ship in large numbers, advertising the vessels as highly customizable starships that could be used for a number of roles, including patrol, pursuit, and escort. Kuat Systems Engineering also sold a large number of the craft to Mandalorian mercenaries, including the Mandalorian Protectors, who continued to use the ships up through the Yuuzhan Vong War.

The stock Firespray-31 patrol craft boasts a pair of potent blaster cannons, allowing buyers who purchase the ship right off the assembly line to put the vessel into service with minimal modifications. The ship is modestly armored and has a hull integrity that few similar ships can claim; likewise, the Firespray-31 comes standard with shielding, giving it an edge over cheaper transport ships such as the YT-1300. The combination of a strong hull and moderately powerful shields allows the Firespray-31 to take a beating while continuing to fight on.

The ease with which the Firespray-31 is modified makes it a favorite ship for bounty hunters, the most famous example being Jango and Boba Fett and their ship, *Slave I*.



FIRESPRAY PATROL/ATTACK CRAFT

Craft: Kuat Systems Engineering Firespray-class Patrol Vessel**Scale:** Starfighter**Length:** 21.5 meters**Skill:** Space transports: Firespray patrol/attack craft**Crew:** 1; gunners: 2**Passengers:** 4**Cargo Capacity:** 70 metric tons**Consumables:** 1 month**Cost:** 120,000 (new); 45,000 (used)**Hyperdrive Multiplier:** x3**Hyperdrive Backup:** x15**Nav Computer:** Yes**Maneuverability:** 1D**Space:** 5**Atmosphere:** 295; 850 kmh**Hull:** 4D**Shields:** 1D**Sensors:***Passive: 10/0D**Scan: 25/1D**Search: 50/1D+1**Focus: 2/2D***Weapons:****2 Twin-Mounted Blaster Cannons (fire separately)***Fire Arc: Turret**Skill: Starship gunnery**Fire Control: 2D**Space Range: 1-3/10/20**Atmosphere Range: 100-300/1/2 km**Damage: 4D*

Ghtroc 720 Freighter

Ghtroc Industries produced the class 720 freighter in an effort to compete with Corellian Engineering's YT-1300. Despite an ingenious marketing campaign, factory incentives, and positive reviews, the 720 failed to match the popularity of the YT-1300 within the Core Worlds and Inner Rim systems. It did manage to gain a foothold among traders within the Outer Rim colonies, though this modest success wasn't enough to push Corellian Engineering out of its position as industry leader.



Although Ghtroc Industries eventually fell by the wayside, wallowing in the throes of bankruptcy, tens of thousands of class 720 freighters are still in operation throughout the galaxy. Many veteran traders, smugglers, and pilots consider the 720 to be just as good as, if not better than, the YT-1300. The freighters are affordable, easily configured, and user-friendly, making them popular with both old hands and rookies.

Many of the galaxy's pilots have flown a 720 at one time or another. When he was investigating Poderis's possible use as an Imperial transfer point, Luke Skywalker employed a heavily modified Ghtroc 720 to secretly ferry his X-wing fighter. The Ghtroc's cargo bay was gutted by Alliance techs and retrofitted with a modified hull section that could break away, allowing the X-wing to depart the 720 while in flight.

When compared to the stock YT-1300, the Ghtroc 720 has several compelling standard features. It comes equipped with a small shield generator, which is probably its most attractive benefit. It is also much more maneuverable than the YT-1300, and it includes a cargo area that is more than a third larger than the YT-1300's. Given the ubiquitous nature of the 720, spare parts are easy to find, even in remote or far-flung settlements.

On the other hand, the Ghtroc is slightly slower than the YT-1300. Although it is armed with a double laser cannon emplacement, the weapon is in a fixed-forward firing position instead of in a turret mount. Starship techs often complain that the Ghtroc's ion drives and hyperdrive are spread out between the craft's fore and aft instead of being centrally located. This configuration requires that engineers share time between two locations, which can be inconvenient under combat conditions.

GHTROC 720 FREIGHTER

Craft: Ghtroc Industries class 720 Freighter
Type: Light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Ghtroc freighter
Crew: 1, gunners: 1
Crew Skill: Varies widely
Passengers: 10
Cargo Capacity: 135 metric tons
Consumables: 2 months
Cost: 98,500 (new), 23,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3

Atmosphere: 260; 750 kmh

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 50/3D

Focus: 2/4D

Weapons:

Double Laser Cannon

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

J-Type Star Skiff

As the Clone Wars raged and numerous Senators became increasingly uncomfortable with the political climate of the republic, even the most peaceful of traditions had to be reexamined. The J-Type star skiff was the first diplomatic vessel of Naboo to be armed (with a modest pair of linked lasers) and the first to have a gunners console. Its design also sacrificed the sleek, all-chromium hull to place more practical (and sturdy) access grills and powerful sublight engines. Still a thing of beauty, the star skiff was clearly designed with potential combat, escape, and repair in mind.

Though Queen Apailana of Naboo herself never used the armed star skiff, it was loaned out to Senator Amidala, a sign of the Senator's great popularity with her homeworld and her monarch. After Amidala died, the star skiff was retired, because it had become a painful reminder of the Senators last days in service to her people. However, other Senators, seeking to increase their own standing and political power, began purchasing similar vessels (often with faux chromium, to save on costs).

Lovingly and skillfully hand-crafted, as are all royal vessels built by the Theed Palace Space Vessel Engineering Corps, the star skiff is superior in design and construction to any mass-produced vessel. A class .5 hyperdrive allows it to carry out diplomatic missions with alacrity, its interior reflects the full comfort of an advanced luxury upgrade, and its considerable storage space allows any number of diplomatic gifts to be transported in style (and could even double as small cabins for a few guests). However, it also has laser cannons that are augmented to the edge of laser technology, two medical beds, and a shield generator as powerful as those on most gunships. Though far too expensive to be practical as a warship, a star skiff could fly next to Naboo starfighters as a flag vessel if the situation called for it.



■ J-TYPE STAR SKIFF

Craft: Theed Palace Space Vessel Engineering Corps J-Type Star Skiff
Scale: Personal Starship
Length: 29.2 meters
Skill: Space transports: J-type starship
Crew: 3, skeleton: 1/+5
Passengers: 3
Cargo Capacity: 10 metric tons
Consumables: 1 month
Cost: not for sale (5,000,000 used on black market)
Hyperdrive Multiplier: x0.5
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,050 kmh
Hull: 5D
Shields: 2D+1
Sensors:
 Passive: 30/1D
 Scan: 70/2D
 Search: 80/3D+1
 Focus: 5/3D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Lambda-class Shuttle

One of the most recognizable Imperial spacecraft is the Lambda-class shuttle. A workhorse of the Imperial fleet, Lambda-class shuttles have transported Imperial luminaries such as Lord Darth Vader, as well as Emperor Palpatine himself. It is perhaps ironic that one particular Lambda, the *Tydirium*, was employed by the Rebel Alliance to deliver a strike force to the forest moon of Endor. It was this strike team that ultimately brought the second Death Star's defensive shields down, allowing the Rebel fleet to converge and subsequently destroy the space station.

The Lambda design was developed as the direct successor to the Theta-class shuttle by a group of former Cygnus Spaceworks engineers. These engineers had been enticed into defecting to Sienar, lured by promises of high pay and tangible benefits. Even though Sienar was responsible for the ship's design and initial production run, Cygnus Spaceworks was later subcontracted to produce a heavily armed military version that was equipped with ten laser cannons.

The Lambda was not used solely by the Empire. Even though upward of ninety percent of all Lambdas were in Imperial possession, the nonmilitary version, produced by Sienar, was available for sale on the open market for a short time, and numerous craft were sold to different sector governments, corporate fleets, and other private parties. Similarly, the Rebel Alliance kept a small fleet of the shuttles on hand for the transportation of sensitive personnel between different fleet elements. These shuttles were identical to the standard model, but lacked the code transponders of those utilized by the Empire.

Following the collapse of the Empire, Cygnus Spaceworks continued to produce Lambda shuttles. Many of these shuttles were put to use by both the New Republic and the Galactic Federation of Free Alliances.



The Lambda shuttle is best known as a multi-use transport, capable of ferrying both troops and dignitaries. When used as a troop transport, it excels at high-profile missions that require a significant amount of discretion. When the ship is used as a personal transport for Imperial dignitaries and officers, the cargo space is often converted into a comfortable living area with many of the amenities of a star yacht. Those Lambdas used to ferry troops are much less comfortable, and are equipped with bench seating and a limited number of bucket seats.

Though the ship was designed primarily for space flight, the tri-wing construction of the Lambda gives it excellent stability when flown in an atmosphere. It is a fast ship when compared to others of its class, yet it is especially vulnerable to enemy fire when landing or taking off. Though it is equipped with a number of effective weapon systems, the Lambda is unable to out-maneuver most starfighters. Because the Lambda is well armed, it does not technically require a fighter escort. Regardless, few of the shuttles traveled alone, depending on the sensitivity of their individual missions.

■ LAMBDA SHUTTLE

Craft: Sienar Fleet Systems Shuttle
Type: Lambda-class Shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Lambda Shuttle
Crew: 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10
Crew skill: Space transports 5D, starship gunnery 5D, starship shields 4D
Passengers: 10 (modifiable to hold up to 20)
Cargo capacity: 80 metric tons
Consumables: 2 months
Cost: No available for sale (valued at 240,000 credits)
Hyperdrive multiplier: x1
Hyperdrive backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D+2

Sensors:

*Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2*

Weapons:**3 Double Blaster Cannons**

*Fire arc: 2 front, 1 back
Crew: 3
Skill: Starship gunnery
Fire control: 2D
Space range: 1-3/12/25
Atmosphere range: 100-300/1.2/2.5 km
Damage: 4D*

2 Double Laser Cannons (Fire-linked)

*Fire arc: Front
Crew: 1
Skill: Starship gunnery
Fire control: 3D+1
Space range: 1-4/12/25
Atmosphere range: 100-400/1.2/2.5 km
Damage: 4D*

Medium Transport

Though numerous transport ships are employed across the galaxy, the Gallofree Yards transport is one of the most ubiquitous and often-used. It is a sleek-looking vessel, especially considering its size, but its outward appearance belies its slow and ponderous nature. The ships can be used as freighters, but due to their low speed are most often used as short-range transports, moving goods and passengers from planet to planet, planet to station, or star system to star system.

During the Clone Wars, the Gallofree was popular with the Republic Navy as a resupply craft. Large numbers of the transports were used to supplement the Old Republic's extensive supply lines, enabling those lines to be stretched thin without significant interruption to the flow of goods to the front. A scant few were modified with improved shields and heavy weaponry and used to lure unwary pirates to their doom.

As the Clone Wars wound down and the Dark Times began, many of these venerable transports found themselves in the employ of the Rebel Alliance. Following the Battle of Endor, many Gallofrees were modified into salvage ships. They became integral to the New Republic's initial campaigns against the Imperial Remnant, because parts and equipment salvaged from long-dead ships were valuable commodities.

In its stock configuration, the Gallofree GR-75 is utilitarian and unexciting. Equipped with a large cargo hold and precious little in the way of defensive systems, it is a sitting duck on the space lanes unless accompanied by an escort. Its sublight engines and hyperdrive are slow, and it maneuvers like a sick bantha. The ship is relatively easy to modify, however, given the appropriate parts and mechanical expertise.

The GR-75s used by the Alliance are often equipped with upgraded weaponry, shields, and engines. Internal systems are often rearranged, giving each Gallofree a unique floor plan depending on its specific function. Most often, the GR-75 is utilized to move troops and material. Others are modified to serve as hospital ships, landing craft, or salvage vessels. Regardless of its specific function, the GR-75 rarely looks different from the outside.

**■ GALLOFREE MEDIUM TRANSPORT**

Craft: Gallofree Yards Transport

Type: Medium transport

Scale: Capital

Length: 90 meters

Skill: Space transports: Gallofree Yards transport

Crew: 6, gunners: 1, skeleton: 3/+10

Crew Skill: Astrogation 4D, space transports 4D, starship gunnery 3D+1, starship shields 3D

Cargo Capacity: 19,000 metric tons

Consumables: 6 months

Cost: 350,000 (new), 125,000 (used)

Hyperdrive Multiplier: x4

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

4 Twin Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Guardian-Class Light Cruiser

A customs and inspection vessel designed by Sienar Fleet Systems, the Guardian-class light cruiser is a fast and durable ship capable of patrolling remote systems without the need for backup or support. The Guardian-class light cruiser was designed to be relatively autonomous, though of course it was not expected to fend off large-scale assaults. For the most part, the Guardian-class light cruiser handles smuggler and pirate traffic in remote systems, acting as both a command post and enforcement vessel. Though considered a light cruiser, the ship is actually just a heavily armed space transport designed to let small crews patrol



a star system with few amenities. Despite the fact that the ship has a hyperdrive, the Empire typically limits the Guardian-class light cruiser to missions within a single star system. Any exercises that would normally force a Guardian-class light cruiser away from its home system usually warrant the assistance of larger ships, typically corvettes or smaller frigates.

■ GUARDIAN LIGHT CRUISER

Craft: Sienar Fleet Systems Guardian-class light cruiser

Type: Inter-system customs vessel

Scale: Starfighter

Length: 42 meters

Skill: Space transports: *Guardian cruiser*

Crew: 16 (3 can coordinate), gunners: 4, skeleton: 8/+10

Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1

Passengers: 6 (prisoners in brig)

Cargo Capacity: 200 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 9

Atmosphere: 400; 1,150 km/h

Hull: 5D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/4D

Focus: 4/4D+1

Weapons:

4 Laser Cannons

Fire Arc: 2 front, 2 turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

YT-Series Transports

The YT series is a popular line of light freighters built by the Corellian Engineering Corporation that includes the YT-1300, the model of vessel that includes the Millennium Falcon. The first YT freighters were built during the height of the Old Republic, and new models continue to be produced in every era since. The core design of the YT series is built around two basic components — a disc-shaped main body and a large external cockpit area with extensive windows. Although some models moved away from these core design elements, they would return in later designs. Indeed, CEC made a point of reusing as many of the same parts as possible between designs, which had the advantage of allowing many different YT lines to be produced at

one time without retooling the CEC shipyards. As a side effect, this helped make all YT ships extremely modular and easily modified, a fact that went far to explain the line's ongoing popularity with independent traders, smugglers, and pirates.

By far the most successful YT designers are the YT-1300, YT-2000, and YT-2400. However, all YT ships have at least small dedicated followings and in some cases are the subject of collector's clubs and vintage ship shows. Further, because the YT ships are so easily modified, it's not always easily to tell what stock ship is at the core of a particular customized YT vessel.

All YT-series ships are solid light freighters, renowned for being sturdy and reliable. Their greatest asset is their easily modified nature. With less effort than for nearly any other ship line, a YT-series vessel can be fine-tuned to act as a smuggler, bulk hauler, luxury transport, or even a gunship or patrol craft. Every YT-series ship has 10 unused emplacement points as a stock ship (these emplacements may be used to add external add-ons), and new captains are quick to use them to add more guns, better shields, or whatever else their minds can conjure up. This adaptability is intentional, and has often led to authorities claiming that CC designs the ships for use by smugglers and pirates. The CC points out that thousands of YT ships are being used by law-abiding free traders and small companies. Of course, how many of those "law-abiding" customers are actually smugglers or spies is unknown and, more important, not provable in court.

YT-1300. Perhaps the most adaptable light cargo transport in the galaxy, the YT-1300 design is built on a modular design to suit the needs of a wide variety of clients, many of whom aren't Human, let alone bipedal. The YT-1300 is an excellent all-purpose cargo transport, with powerful engines and a sturdy hull. The Corellian Engineering Corporation was quick to realize that it had a winner on its hands and made almost as many credits selling conversion kits as it did selling the transports themselves.

■ YT-1300 TRANSPORT

Craft: Corellian Engineering Corp. YT-1300 Transport

Scale: Starfighter

Length: 26.7 meters

Skill: Space transports: *YT-1300*

Crew: 1 (1 can coordinate), gunners: 1

Crew Skill: Varies widely

Passengers: 6; 9 (YT-1300p); None (YT-1300f)

Cargo Capacity: 100 metric tons; 50 (YT-1300p); 150 (YT-1300f)

Consumables: 2 months

Cost: 100,000 (new), 25,000 (used)



Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 480; 800 kmh

Hull: 4D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Double Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D+1

YT-2000. The YT-2000 was designed to be a straight improvement of the YT-1300, borrowing successful concepts from other YT designs as well (such as the YT-1930's symmetrical layout). Because it was produced in a more turbulent era, the YT-2000 boasted heavier standard shields and weapons than most civilian freighters, a fact that caused many Imperial officials to view its "civilian" market with suspicion. Extensive corporate espionage leaked the early design specifications to competing shipyards, leading to CEC putting the YT-2000 into production before all its potential drawbacks had been worked out. As a result, the ship is somewhat touchier than most of the extremely reliable YT designs (a character making a *space transport repair* check to modify or repair a YT-2000 takes a -2 penalty). However, its extensive cargo capacity, good defenses, and amazing maneuverability for a ship its size, coupled with plenty of spare space and power to make custom modifications, catapulted the YT-2000 in popularity among its owners. The line was discontinued early not because of poor sales, but so CEC could push the new YT-2400 design, which had not been compromised by espionage or rushed design work.

■ YT-2000 TRANSPORT

Craft: Corellian Engineering Corp. YT-2000 Transport

Type: Light Freighter

Scale: Starfighter

Length: 29 meters

Skill: Space transports: YT-2000

Crew: 1-4 (can coordinate)

Passengers: 7

Cargo Capacity: 115 metric tons



Consumables: 3 months

Cost: 150,000 (new), 45,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Atmosphere: 480; 800 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Double Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

YT-2400. The YT-2400 is CEC's bid to produce a "perfect" light freighter. An upgrade of the YT-2000 design, it incorporates everything learned during the run of the long and successful YT line. Though it uses many of the same technology upgrades as the short-run YT-2000, the YT-2400 returned to the off-center cockpit arrangement. Though for both smaller and larger craft a center-mounted cockpit makes sense, it turned out that many pilots preferred an offset cockpit so they could easily dock their ships with the cockpit side directly against a wall or similar obstruction.

Though the YT-2400 isn't as sturdy as the YT-2000, it has thirty percent more cargo capacity, an escape pod built into the cockpit section, and better maneuverability. Since most owners end up adding additional weapons and defenses after purchase anyway, the slightly reduced martial capability of the YT-2400 does little to discourage sales.

■ YT-2400 TRANSPORT

Craft: Corellian YT-2400 Transport

Type: Stock light freighter

Scale: Starfighter

Length: 21 meters

Skill: Space transports: YT-2400

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

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: 130,000 (new), 32,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+2

Space: 4

Atmosphere: 480; 800 kmh

Hull: 3D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

**Weapons:****Double Laser Cannons***Fire Arc: Turret**Crew: 1**Skill: Starship gunnery**Fire Control: 2D**Space Range: 1-3/12/25**Atmosphere Range: 100-300/1.2/2.5 km**Damage: 4D*

REPLACEMENT SYSTEMS

In time, the characters may decide to completely replace a starship's systems. After they've spent enough time patching together that modified hyperdrive, they may decide to get rid of it and upgrade to a more modern hyperdrive system. What follows are some possible replacement systems they may wish to install aboard their starships.

Note that these parts are designed to be used in a freighter or space transport type vessel. Capital ships will rarely have modified components. If they do, they are likely custom-built by the ship's engineer, corporation, or government which operates the vessel. Starfighters generally operate at the envelope of their capabilities already. It is very difficult to find the space, available power, and integrate new systems into a compact starfighter. Thus, modifications – beyond a few tweaks – are rare among starfighters.

Weight and Cargo Space

All the replacement systems weigh *something*, and that weight is subtracted from the amount of cargo the ship can carry. As the ship is refitted, players must keep track of how much cargo capacity remains. This will dramatically affect how profitable each run can be: ships with high cargo capacity can carry a lot more and make a lot more money. On the other hand, these ships are probably slow and/or lightly armed and armored, with all the risks that entails.

During the campaign, when replacing one device with a new one, adjust the ship's cargo capacity accordingly (subtract the weight of the first device and then add the weight of the second).

REPLACEMENT DRIVES

The following is a selection of some of the possible replacement drives that starship (generally space transports) captains can select.

■ STARSCREAM-9 ION DRIVE

Model: Sienar Fleet Systems' Starscream-9 Ion Drive**Type:** Military ion engine**Cost:** 500,000 credits plus installation costs**Weight:** 24 metric tons**Availability:** X

Game Notes: The Starscream-9 is a military ion drive, originally designed for use in starfighters. They are available (for monstrous costs) on the black market.

They have a Space rating of 12 (atmosphere of 450; 1,300 kmh). Possession of such a drive is a serious infraction in Imperial space. Because of the cutting edge technology in this drive, double all difficulties for modifying this drive and double all modifiers when rolling for mishaps.

■ SOROSUUB BOAV ION DRIVE

Model: SoroSuub Boav Ion Drive**Type:** Commercial propulsion system**Cost:** 10,000 plus installation costs**Weight:** 10 metric tons**Availability:** 2

Game Notes: Space rating of 4. Technicians installing a Boav unit will face an increase of one difficulty level in their *space transports repair roll*.

■ INCOM STARSLINGER ION DRIVE

Model: Incom Starslinger Ion Drive**Type:** Commercial propulsion system**Cost:** 20,000 plus installation costs**Weight:** 12 metric tons**Availability:** F

Game Notes: Space rating of 6. Requires a 500 credits Imperial permit. Double all difficulties for modifying this drive and double all modifiers when rolling for mishaps beyond a +1 modification.

■ CORELLIAN EVADER-GT ION DRIVE

Model: Corellian Evader-GT Ion Drive**Type:** Commercial propulsion system**Cost:** 50,000 plus installation costs**Weight:** 16 metric tons**Availability:** F

Game Notes: The Evader-GT Ion Drive is a scaled-down version of a military ion drive. They are available on the open market, but require a 5,000 credit Imperial permit to legally possess. They give a vessel a Space rating of 8. Double all difficulties for modifying this drive and double all modifiers when rolling for mishaps beyond a +1 modification.

■ BOSHAA-C'HI ION DRIVE

Model: Kuat Drive Yards' Boshaa-C'hi Ion Drive**Type:** Military ion engine**Cost:** 100,000 plus installation costs**Weight:** 18 metric tons**Availability:** X

Game Notes: The Boshaa is an older model of a military ion drive, originally designed for use in starfighters. They are available on the black market. They give a vessel a Space rating of 10. Possession of such a drive is a serious infraction in Imperial space. Double all difficulties for modifying this drive and double all modifiers when rolling for mishaps.

OUR WORRIES ARE OVER...

When characters install replacement systems, they'll probably breathe a sigh of relief (especially if they're used to modified systems giving them problems). And, in general, they'll have nothing to worry about.

But... Technology isn't perfect. And there is always the chance that when a new system is put into a ship, maybe the mechanics didn't quite get everything right. Or the characters bought a faulty system. Machines break, computers have glitches, and parts from one manufacturer (or model line) may not be compatible with parts from another. As a gamemaster, don't rely on this possibility to make your adventures more interesting, but don't neglect it either.

■ BAFFLED DRIVE

Model: Rendili StarDrive WhisperThrust

Type: Baffled realspace drive

Scale: Starfighter

Cost: 100,000 minimum on the black market

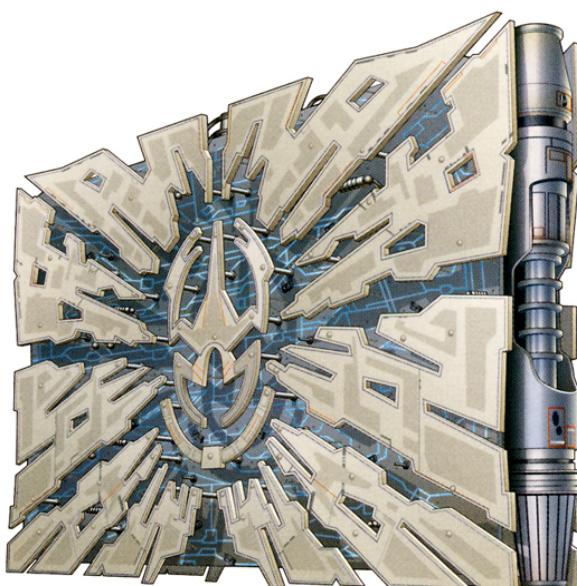
Weight: 20 metric tons; extra tank: 2 metric tons

Availability: 4, X

Game Notes: The Whisper is a highly illegal baffled realspace drive used on stealthy military starships. The Whisper allows a ship to move in space while running silent at a base speed of 2. Cautious movement is no more detectable than drifting; Cruise movement adds +5 to the sensor operator's roll; High Speed adds +10; All-Out movement adds +15. A WhisperThrust engine has a limited storage capacity for the necessary gases to move: enough to move 100 spacial units. An extra or replacement tank costs 7,000 credits. Synthesizing the necessary fuel requires 120 liters of spin-sealed tibanna gas and 2 kilos of high-grade hyperbarides and a standard power generator. The fuel refining process takes roughly three standard days.

REPLACEMENT HYPERDRIVES

There are many different brands and types of hyperdrives that characters can choose to install in their vessels. Here are some examples.



In game terms, the differences between hyperdrives are the hyperdrive multipliers, and their compatibility; any hyperdrive can be installed in any freighter with the room for the upgrade, but depending on brand and type, it may be more difficult to install.

It is possible to remove the back-up hyperdrive from a space transport and sell it, thereby gaining additional cargo capacity and a bit of extra cash (however, any hyperdrive with a multiplier of $\times 5$ or more isn't worth that much). Of course, the passengers and crew of the freighter are in a very bad situation if the main drive conks out in transit...

■ x1/2 Hyperdrives

This type of drive is not commercially available for freighters – they must be custom built (and are extremely prone to failure). Some stolen models cost as much as 90,000 credits on the black market – if they can be found at all. These hyperdrives are very illegal.

The installation cost is around 15,000 credits, with the average unit weighing in around 20 tons. A typical custom hyperdrive job can cost between 50,000 and 90,000 credits, depending on the quality of the parts, the cost of the hyperdrive being modified, and the quality of work. Finding a mechanic who's willing to build such a drive is another matter entirely.

■ x1 Hyperdrives

This level of hyperdrive is probably the fastest type of star drive that the average ship will have, unless the owner is fortunate enough to locate a military hyperdrive (and can afford the enormous cost of installing it). They are legal, but customs officials will probably make life difficult on anyone with a ship that fast ("Why do you need something that fast... if I didn't know better, I'd say you were probably a smuggler...").

Operating a vessel rated for this speed without the proper documentation (and the 5,000 credit permit) is punishable under law, and penalties include stiff fines and possible suspension of the operator's flight license.

■ x1 HYPERDRIVE

Model: SoroSub Griffyn-XTG Lightspeed Unit

Type: Commercial hyperdrive

Cost: 15,000 plus installation costs

Weight: 18 metric tons

Availability: F

Game Notes: Any non-SoroSub vessels attempting to install this type of drive suffer an increase of one difficulty level during the attempt.

■ x2 Hyperdrives

This is arguably the most common speed hyperdrive found aboard starships. It is reliable, cheap (comparatively) and is fast enough to get a ship from point A to point B within a reasonable time.

■ x2 HYPERDRIVE

Model: Corellian Avatar-10

Type: Commercial propulsion system

Cost: 10,000 plus installation costs

Weight: 15 metric tons

Availability: 2

Game Notes: Space transports repair rolls to install an Avatar-10 receive a +1D bonus.

x3, x4, and x5 Hyperdrives

At this level, the costs for hyperdrives decrease drastically; generally, those who can afford it use this class of drive for a backup rather than a main drive. Any ship that relies on a x3 or slower hyperdrive for main propulsion is risking great delays in traveling their shipping routes.

■ x3 HYPERDRIVE

Model: Incom Horizon-Hopper Light Stardrive
Type: Commercial propulsion system
Cost: 7,000 plus installation costs
Weight: 12 metric tons
Availability: 2

■ x4 HYPERDRIVE

Model: Rendili StarDrive's ATX-5
Type: Commercial propulsion system
Cost: 4,000 plus installation costs
Weight: 10 metric tons
Availability: 1

■ x5 HYPERDRIVE

Model: Sienar Fleet Systems Lifesaver 1000 Reserve Hyperdrive
Type: Commercial propulsion system
Cost: 2,500 plus installation costs
Weight: 8 metric tons
Availability: 1
Game Notes: The Lifesaver 100 is only recommended as a backup hyperdrive and must be overhauled after each use.

SHIELDS

Shields are essential to protect your ship's integrity in a fight. The shields listed below combine the powers of both particle and ray/energy shields, and thus are equally effective against both lasers and missiles. Shields are almost impossible to improve beyond their initial strength.

■ DEFLECTOR SHIELDS

Model: Standard Deflector Shields
Type: Particle & ray/energy shields
Scale: Starfighter

Shield Code	Cost	Weight (in tons)
1D	4,000	6
2D	10,000	8
3D	20,000	10

WEAPON SUMMARY

Weapon	Fire Control	Dam.**	Cost	Weight (in tons)
Taim Et Bak Kd-3 Light Blaster Cannon	1D	1D	1,000	1
Kuat Vonak Light Laser Cannon	2D	2D	1,500	2
Arakyd Tomral Heavy Laser Cannon	2D	5D	3,000	4
Incom W-34t Turbolaser*	3D	7D	9,000	5
Comar f-2 Light Ion Cannon	1D	2D	1,000	0.5
Comar f-4 Medium Ion Cannon	2D	3D	1,500	1
Comar f-9 Heavy Ion Cannon	4D	4D	3,000	2
Arakyd Hi-fex Proton Torpedo Launcher (includes 12-torpedo rack)	2D	9D	2,500	2
Replacement Torpedo	—	—	800	—
Arakyd Morne-3 Concussion Missile Launcher (includes 10-missile rack)	1D	8D	3,500	3
Replacement Missile	—	—	500	—

* This weapon is illegal.

** Damage is starfighter-scale

WEAPONRY

Most of the weapons below require a fee and an Imperial or Republic permit to operate legally. The usual cost of the fee is 30 percent of the purchase price.

To get a permit through normal channels, the player character must apply at an Imperial or Republic Space Control office. He makes an opposed *con* or *bureaucracy* roll, his skill against the damage code of the weapon (modified by local circumstances and the character's clean record — or lack thereof).

Success indicates that the captain has been granted permission to equip the ship with the indicated weapon type. A separate roll must be made for each weapon mounted on his ship. Bribery can, of course, modify the difficulty of acquiring the permit.

Blaster cannon: A relatively weak blaster, usually mounted on lightly armed vessels.

Laser cannon and heavy laser cannon: A stronger version of the blaster cannon.

Turbolaser: A heavy ship-mounted laser, usually mounted only on larger ships. A turbolaser can fire only every other combat round (simply because it has been jury-rigged to ship). It is usually illegal to have a turbolaser mounted on a private vessel.

Ion cannon: An ion cannon does not destroy an enemy vessel; rather it temporarily disables its electronics. Make a normal attack roll, but instead of inflicting damage, the opponent's equipment is ionized.

Proton torpedoes: A missile containing a proton-scattering energy warhead. Torpedoes have no appreciable weight.

Concussion missiles: These missiles contain an armor-piercing warhead and a compact energy pack that detonates upon impact. Missiles have no appreciable weight.

The "Weapon Summary" chart has some sample starship weapons.

Linked Weapons

Most weapons are designed to be fired individually, from the captain's or weapons officer's station. Up to three identical weapons can be linked to fire at the same target simultaneously.

The computer linkage for this operation costs around 100 credits per weapon.

For a weapon link to have any useful value, the weapons must have identical damage codes. Linking two weapons adds +1D to the damage code, while linking three weapons adds +2D to the damage code.

Example: The owner of a tramp freighter wishes to link two light laser cannons, each with a damage code of 2D. By linking them together, their new damage is 3D. If he linked a third light laser cannon to the pair, the weapon's new damage would be 4D.

Similarly, if a weapon can be fired from two different locations, say, the weapon mount and the pilot's station, the additional linkage costs 100 credits per weapon. This is considered a +1 modification on the mishap charts.

COMPUTERS AND SENSORS

The necessity of sensor apparatus is obvious to most star-pilots; without proper navigational data, it is easy to wind up smashing into an asteroid, sun, other spaceship, and so on. Space may be big, but in a number of areas, space is extremely crowded.

The various sensors listed below are all described earlier in this chapter. Note that many of the sensors below have no appreciable weight.

Electro-Photo Receptors (EPR's): 300 credits.

Full Spectrum Transceivers (FST's): 500 credits.

Dedicated Energy Receptors (DER's): 600 credits.

Life-Form Indicators (LFI's): 800 credits

Sensor Jammer

A special signal generator that floods an area with static which blinds all sensors, but broadcasts the general location of the ship doing the jamming. Costs begin at 1,500 credits and the systems weigh at least 1 ton. They normally add to the difficulty to identify a ship, but make it easier to detect a ship (see the sensors rules).

■ SENSOR JAMMING HARDWARE

Model: Fabritech NightBlind 472

Type: Sensor jamming device

Cost: 4,000 credits plus installation costs

Weight: 1 metric ton

Availability: X

Game Notes: +1D to identify, but -2D to detect.

Sensor Decoys

A sensor decoy sends out electromagnetic and holo signals exactly identical to the ship. They can be ejected with a pre-programmed course and normally have a maximum sublight speed of 5. They are relatively effective at distance, but easily seen through when enemy sensors are set on focus mode. Sensor decoys can only be used once (their engines burn out after use).

In game terms, sensor decoys are easily detectable. However, they add a die modifier (+1D, +2D, etc.) to the difficulty of the enemy sensor operator to determine which is the decoy and which is the real ship.

■ SENSOR DECOYS

Model: Corellian Trickster Decoys

Type: Starship countermeasures system

Cost: 2,000 credits plus installation costs

Weight: 2 metric tons

Availability: F

Game Notes: Trickster Drones add +2D to the difficulty to determine which sensor reading is the ship and which is the decoy. Possession of this type of countermeasure requires official certification.

Cloaking Device

To date, there is no working cloaking device known in Imperial space. The discovery of a working cloaking shield would be worth hundreds of millions of credits for the sentient lucky enough to find or construct one. Of course, for that kind of money, just about every major crimelord, smuggler, bounty hunter, government and scientist would kill to obtain it.

MISCELLANEOUS

Equipping the cargo hold to hold an X-wing fighter, self-destruct mechanisms, space-mine ejectors, false beacons or transponders, detachable sections... there is always a chance that players will come up with modifications that have not been anticipated by the gamemaster. Gamemasters should decide the costs and the weight of such modifications, using the examples below as a guide. A simple rule of thumb: if it is technically complex, it costs a bundle.

What follows are some unusual systems characters can purchase.

Fuel Converters

Fuel converters allow the captain to avoid the expense of paying refueling or power cell replacement fees. Instead, the captain can buy certain materials (normally waste material) in bulk and put it into the fuel converter.



Solid Fuel Converter

Converts virtually any matter into fuel cell power. A ship can refuel on bulky, low energy materials — oxygen, water, plastics, cellulose (wood), waste — or heavy metals and other high energy materials. The ship will be able to halve its "restocking" fee at starports, but the captain will have to personally arrange for fuel supplies elsewhere.

Cost: 8,000 credits. **Weight:** 5 tons.

Scoops

Some ships (scouts, especially) are equipped with scoops, allowing them to dip into a planet's atmosphere or seas to steal natural resources with which to recharge their power cells.

Cost: 15,000 credits. **Weight:** 15 tons.

Solar Converters

Ships may also be equipped with solar converters: huge, molecule-thick solar-absorbent sails.

In-system, these will recharge a ship's systems in about 15 days, while out-system it takes about 60 days to fully recharge the ship's power cells.

Cost: 12,000 credits. **Weight:** 10 tons.

Tractor Beam

A beam capable of pulling a smaller vessel closer to the freighter (if the freighter is smaller, it is drawn toward the other ship instead). See page Space Travel & Combat for details. Fire control is 2D, damage is 2D.

Cost: 8,000 credits. **Weight:** 15 tons.

Secret Cargo Compartments

Up to three people can fit in each ton of space in a secret compartment (secret compartments require a lot of space to even attempt to conceal).

If more than 20 percent of a ship's cargo space is taken up by secret compartments, customs officials are likely to become suspicious merely on grounds of simple mathematics: "You're trying to tell me that a ship this size has capacity for only 60 tons of cargo? What kind of fool do you take me for, smuggler?"

The cost for secret compartments depends upon how secret they are. There are three grades of compartments:

Concealed. Requires a Difficult Perception/search roll to locate; a scanner will detect it immediately.

Cost: 200 credits per ton of cargo to be hidden. **Weight:** 5 tons from cargo capacity for 1 ton of cargo space.

Hidden. Requires a Very Difficult Perception/search roll to locate with the naked eye; a scanner will find it on a Moderate Perception/search roll.

Cost: 400 credits per ton of cargo to be hidden. **Weight:** 5 tons of cargo capacity for 1 ton of cargo space.

Scanner Resistant. Requires a Very Difficult Perception/search roll to locate, does not show up on scanners at all.

Cost: 1,000 credits per ton of cargo to be hidden. **Weight:** 5 tons of cargo capacity for 1 ton of cargo space.

Automatic Cargo Jettisoning

A wonderful way to avoid an official fine, as well as a quick way to get in trouble with your loan shark. This device will jettison whatever portion of your cargo you wish, whether it be in the secret compartment or in the main bay. Can be triggered by either a dead-man switch or by command from the ship's computer.

Cost: 1,000 credits. **Weight:** 1 ton.

Passenger Conversion

To carry additional passengers, cargo hold space must be converted to passenger space.

Cost: 400 credits per additional passenger capacity. **Weight:** 10 tons per person.

A cheaper way to go is to put in a primitive life support system and have the passengers sleep on the floor. This costs 30 credits per person and weighs only one ton per person. It is, however, quite illegal.

Refrigeration Equipment

Certain special cargoes require precise temperature control.

Cost: 100 credits per ton converted. **Weight:** 1 ton per 20 tons converted.

Replacement Navigation Computer

Cost: 2,000 credits.

Escape Equipment

Enough escape pods for each crewmember and passenger on board a ship is required by Imperial law (military vessels are, of course, exempt from this rule). A standard freighter-sized escape pod seats eight passengers and has food and oxygen for two weeks.

Cost: 1,200 credits. **Weight:** 5 tons.

Environmental Converters

With this device installed, the captain is able to provide comfortable environs for many different species throughout the ship, or in one cabin or the cargo hold.

Cost: 4,000 credits. **Weight:** 4 tons.



22



CHAPTER TWENTY-TWO

PLANETS

Many are the worlds on which drama and danger can be found... here you'll learn about a handful, but your journeys will lead to many other strange and exotic places.

PLANETS THE STAR WARS WAY

The *Star Wars* universe is an exciting place to live and work. Sure, there are places where nothing much happens, but players aren't going to tarry in them! No, the name of the game is adventure, and the worlds that you are going to want to emphasize in your adventures are the vibrant, exotic ones where something interesting and dangerous is bound to happen.

World design is an important part of establishing setting, because most adventures take place on planetary locations — from sprawling urban jungles and wild badlands to deep underwater canyons. Taking some time to make your worlds interesting and unique can yield great rewards in gameplay.

It isn't necessary to get all of the exact scientific details down when you are designing your worlds, by the way. Sure, make sure water flows downhill, and that gravity works, but don't worry too much about getting the geology, biology, and astronomy just so. Under the right circumstances, almost anything can conceivably exist. You should focus on creating the world — and let someone else worry about exactly how everything works.

MAKING YOUR WORLDS MEMORABLE

In world design, it is important to give your worlds individuality and a character all their own. If you do not give the players a unique "handle" on each world (a way for them to categorize a world in their minds, e.g. the place where people harvest giant mushrooms and ride around on giant bugs), the worlds will gradually blend together into a hazy morass of basic types: the desert world, the Imperial city world, the big polluted CSA factory world, and so on.

Worlds are sort of like gamemaster characters that way. Just as you give your supporting characters some distinguishing characteristics which separate them from the other gamemaster characters, try to make each world a distinct place with its own feel and flavor.

A simple way you can give each world a unique character is to give it some exotic attributes. Exotic planets appeal to the players' sense of escapism and curiosity — and remind them that the *Star Wars* universe isn't like the one they know.

Look to the movies for your models. Tatooine, meant to be a backwater world where nothing much happens, is still an exotic location to us, filled with interesting alien societies, a water-based economy, and a futuristic yet run-down city. Bespin is a gas giant which features a great majestic city floating in the upper levels of its vibrant and beautiful atmosphere.

EXOTIC ELEMENTS

Making a world exotic can be as simple as tweaking some geological features. Place a world in a binary or trinary star system, or give it an atmosphere so dangerous that humans have to wear filter masks to walk outside. You might set an adventure on a young world subject to constant earthquakes and volcanic activity, or on an ancient, arid planet orbiting a huge red star. But you can get more fancy than that if you like.

Often, you can get away with establishing a single interesting focus to a world, and spin everything else off from that. There isn't anything particularly special about the forests of Endor, after all. But the dramatic focal points — the stark Imperial landing pad and shield generator dish, and the partially completed Death Star hanging in the sky — effectively establish Endor as a unique location.

You can focus on culture, society, and people to establish character. Maybe the locals wear many layers of scarves and feathers, and only those dressed likewise may conduct business. Or perhaps the citizens are language purists, and treat everyone who does not use their peculiar inverted word order like uneducated idiots.

Some more examples:

- Those who do not cover their faces are shunned and regarded with disgust.
- All non-citizens must wear caps to distinguish themselves from the privileged locals, who are accorded more privileges.
- Only females (of all species) can speak in public.
- Wearing the color orange is reserved for the exalted class (this one is fun to pull on Rebel pilots).
- No one may openly display a weapon.

Obviously, these examples will impact the characters' lives in some major or minor way. This isn't all bad. The players are sure to remember the world where only females can speak in public if their characters landed there for badly needed repairs — and there are no female crew members! And making each world memorable and distinct is, after all, the whole point.

But there is no need to get into the characters' faces to establish world character. Societal and cultural examples tend to do that, but you can get more into physical aspects of places and things, which provide atmosphere without impacting the characters' lives unduly. And remember to hit that "wow" button occasionally!

Some "place" examples:

- Structures that are out of the ordinary — maybe people live and work in the discarded shells of giant insects, or in great hollowed-out cacti, or in living buildings.
- Settings unique to the world, like the dramatic singing spires of the Cathedral of Winds on Vortex, or the great Ithorian ships which cruise over the jungles of Ithor.
- Underwater cities.

Some "thing" examples:

- Doors dilate open and shut.
- Droids are plated with strong ceramics instead of metals and plastics.

- Flowers are prominently displayed everywhere imaginable.
- People preserve their dead relatives in a clear resin, and place them in the yard to ward off evil.

As you can see, some examples are more far out than others. But all of them help establish the character and uniqueness of the world.

THUMBNAIL WORLD CREATION

You won't always need a fully fleshed out world for the characters to visit. Sometimes, you only need a world to serve as a backdrop for a scene or two, and then the characters are off on other adventures. Maybe you need a setting where the characters can pick up their contact, or maybe the characters need a place to get their spaceship repaired. In cases like these, you can use the "thumbnail" method of creating planets.

The thumbnail method is a "quick and dirty" way of creating planets — use it when you won't be spending a lot of time on a world. There aren't any particular stats or rules associated with the thumbnail method. Your basic goal is to develop the world just enough to serve the demands of your adventure, and flesh it out just enough to give the characters a taste of the character of the world. The thumbnail method is more an extension of adventure design than campaign design, since you are using it to serve the needs of a specific adventure rather than the needs of the overall campaign.

There are only a few steps in thumbnail world creation:

• Determine the function of the planet: Not necessarily what role the planet has in intergalactic trade, but what role it plays in your plot. Is it where the characters are to meet someone? Witness something? Get into a fight? Pick up a hard-to-find engine part? Analyzing what the planet needs to provide to advance the plot gives you the information you need to move to the next step.

• Develop adventure locations: You don't need to develop an entire global economy and political system if the characters are only going to land in a provincial border town, spend the night, and leave the next morning. Develop the areas you know the characters will visit, and focus on developing a unique feel for those locations. Good visual images are important here.

• Establish first impressions: What characters might notice right away: that the spaceport is on a giant seashell; that the air smells of sulfur (or can't be breathed without a mask); that the star bathes the entire landscape in a blue light; that there are lots of palm trees and dusky brown penguin-like animals about; and so on. Again, these aspects of the world will likely be local to the specific area the characters are visiting; the penguins, for example, might not live in other areas of their world.

• Develop global aspects: Summarize a few exotic elements which apply to the world in general. You can use this step to include interesting ideas you haven't yet developed, such as cultural mores and traditions, and unique geological features.



CAPSULE WORLD CREATION

You won't always just want a world for a walk-on appearance. Often, the world you intend to create will be visited many times, or serve as a base of operations. If you are running a campaign, you will likely want to develop a number of detailed planets that the characters will frequent.

The capsule world creation method is more structured and formal than the thumbnail method, and focuses more on the statistics of the world (we call it the capsule method because it conforms to the capsule format the roleplaying game uses to portray planets). You are, essentially, starting with the thumbnail method, and taking it a few steps further.

The gamemaster can use the die charts found in this chapter to randomly generate worlds from scratch. Alternately, the gamemaster can use this rules section as a merely inspirational tool, using the descriptions and ideas herein as a baseline from which a comprehensive, detailed world emerges. The second method takes more time and consideration, but is also more satisfying.

If randomly generating the world, the gamemaster will need several six-sided dice, a pencil, and some paper to keep a log for the planet. It is also advisable to have a notebook set aside to record the ideas that come to mind.

Keeping it Space Opera

When dealing with a science fiction roleplaying game, it's very easy to spend too much time designing one planet. After all, from our own experience, our home world is incredibly intricate and immensely interesting and the *Star Wars* galaxy has millions of stars with worlds equally diverse and fantastic.

However, the nature of *Star Wars* necessitates hopping to two, three, four or even more new planets in the course of an adventure. This system is designed to help gamemasters generate the most important and interesting details of a new planet, and makes a number of assumptions:

- The gamemaster will only want to send players to interesting planets and systems. The odds of this game system are heavily

weighted toward generating advanced or colonized planets. The civilizations of the *Star Wars* universe have been spacefaring for so many centuries that most advanced civilizations (and a lot of primitive ones as well) have been discovered and assimilated into galactic culture.

- There are isolated sections of the galaxy that offer undiscovered civilizations and other challenges, and they can also be generated with this system. They can exist for whatever reason: they are far out on the end of a spiral arm; or, they are difficult to get to because they are surrounded by gas clouds, near rogue planets or subjected to huge ion storms.
- Only the system's planet of prime importance is fleshed out here. Other worlds can be developed independently, but virtually everything of interest and value is on the prime world.
- This system results in "finished concept" worlds, and doesn't spend much time explaining how a particular planet got a certain way; it just is. An explanation of the culture and history takes a few minutes to formulate, but the results are worth it.
- Completely random rolls on these charts may generate seemingly contradictory results. The gamemaster always has the option of ignoring results that are unsuitable. However, knowing the diversity to be found in the *Star Wars* galaxy, virtually any result is explainable.
- This system generalizes the type of terrain found on the planets. While few worlds have uniform terrain everywhere, this system gives one or two dominant terrain types so the gamemaster can quickly sum up the planet.
- Optional modifiers listed after some results are just that: optional. The gamemaster has every right to fudge die rolls (or just arbitrarily decide upon a result). This system is only a tool for the gamemaster to create fun worlds; the gamemaster need not be subservient to a series of charts. All modifiers are cumulative.
- If an incompatible condition result is rolled, discard it and select a compatible result.

PLANET FUNCTION

Since *Star Wars* is space opera, and leans heavily toward action and strong story telling, the most important aspect to players is what can be found or explored on the planet. The following results give some indication as to what types of industries and activities are common on a particular planet. For greater diversity, the gamemaster may roll on this chart multiple times.

To determine the planet function, roll two six sided dice. Read each number separately (this is a six-sided percentile system; do not add them together for a total). This generates totals between 11 and 66. It is best to use two different color dice (say, red and blue), reading one color die before the other. For example, if you're reading the red die first, and you roll a "3" on the red die and a "2" on the blue die, your roll is a "32" (Homeworld planet).

11: Abandoned Colony. This is a planet that was settled by another planet, a company or some other wealthy institution. Then, for some reason, the colony was left behind: the homeworld could have been struck by plague or war, or the company could have run out of money. The planet might have been evacuated (only leaving ruins), or supply ships just never arrived, in which case the colonists were on their own: they may have devolved into barbarism and anarchy.

12: Academic. Educational institutions are what is most important to the economy of this planet. Academic worlds typically have many universities and colleges, which may be private, corporate or state run.

Options for low tech level worlds are varied: the university was purposefully established to remove students from the temptations of modern comforts. Or, the natives may have had some contact with free-traders, and have committed all of their efforts to unlocking the secrets of modern technology.

This result doesn't necessarily mean academic work towards a degree. Trade schools, institutions dedicated to unlocking the secrets of the Force (these will always be well hidden since the Emperor has made it a priority to kill Force users), and survival schools are possible options.

13: Administrative/Government. This world is bureaucracy at its largest. The main industry is the orderly (or at least managed) operation of a government, business, or other large institution. Imperial sector capitals often qualify for this designation, but the homeworlds of major, galaxy-spanning corporations and institutions such as BOSS (Bureaus of Ships and Services) may also be considered administrative in nature. Low tech level planets could also be administrative, especially if the economy is directed entirely by the government.

Optional Modifiers: +1 Starport; +1 Tech Level

14-21: Agriculture. This planet is dedicated to the production of food. The types of products can include grains, vegetables, fruits, meats, vitamins, dietary supplements, and water. Many ocean planets also rely on agriculture, through fishing or algae and vitamin farms.

Incompatible Conditions: Asteroid Belt, Artificial Planet Type; Barren Terrain

D6%	Result
11	Abandoned Colony
12	Academic <i>Optional Modifiers:</i> +1 Starport, +1 Tech Level
13	Administrative/Government <i>Optional Modifiers:</i> +1 Starport, +1 Tech Level
14-21	Agriculture <i>Incompatible Conditions:</i> Asteroid Belt, Artificial Planet Type; Barren Terrain
22	Colony
23	Disaster <i>Optional Modifiers:</i> -3 Starport (if recent calamity), -2 Tech Level; +3 Atmosphere
24	Entertainment
25-26	Exploration <i>Optional Modifiers:</i> -2 Starport, -2 Tech Level
31	Hidden Base
32-33	Homeworld
34	Luxury Goods
35-41	Manufacturing/Processing <i>Optional Modifiers:</i> Mid Tech Planets: +2 Starport; +2 Tech Level. High Tech Planets: +3 Starport; +4 Tech Level
42	Military <i>Optional Modifiers:</i> +3 Starport; +2 Tech Level
43-46	Mining <i>Optional Modifiers:</i> +2 Starport; +1 Tech Level
51-55	Natural Resources
56	Research
61	Service <i>Optional Modifiers:</i> +1 Starport; +2 Tech Level
62-63	Subsistence
64-66	Trade <i>Optional Modifiers:</i> +3 Starport; +2 Tech Level

22: Colony. This planet has been established and sponsored by another, more developed planet or corporation. Colonies are generally dependent upon the sponsor for supplies, and typically are subservient to its dictates. Colony worlds aren't independent entities, although there may be a separatist movement. Colony planets generally produce goods only for consumption by the sponsor, and thus are often prevented from developing a self-sufficient economy or acquiring significant wealth. Many colonies are devoted to agriculture and mining.

23: Disaster. Disaster planets have gone through cataclysmic changes that have dramatically altered the world's history. The event could have been a war that used atomic weapons, a plague, an industrial accident, a collision with a large stellar body (such as an asteroid) or a dramatic change in the nature of the system's star (such as when stars balloon into red giants, incinerating all of the inner planets and drastically changing the climate of the surviving worlds).

The disaster could have occurred just a few years ago (generally making the world very dangerous), or it could have happened decades or eons ago (in which case the danger from the actual disaster may have passed, but the aftermath could be devastating).

Optional Modifiers: (If recent calamity) -3 Starport; -2 Tech Level; +3 Atmosphere

24: Entertainment. This planet's business is show business. Holovids, musical groups and the businesses that distribute their works to the general public are dominant here. Some planets specialize in sporting events (such as swoop races), amusement parks, gambling or tourism.

25-26: Exploration. This planet, and the whole system for that matter, has seldom been visited, until now, when the characters have arrived. Exploration planets tend to have primitive technology levels (if there are even sentient species). There are few urban areas, with the emphasis on dangerous wilderness. Lost artifacts from past ages may be on these planets, or there may simply be wandering tribes of aliens who are eager to trade. These planets may be rich in natural resources.

There may be some hint of galactic civilization in these systems, or on the planet in question perhaps a secretive trader has retired here, or fugitives may be hiding from the Empire. These locales are excellent for hidden bases, or if near important trade routes, may be a convenient stopover for independent traders.

Optional Modifiers: -2 Starport; -2 Tech Level

31: Hidden Base. There is a base on this planet that someone wants to keep a secret. This immediately sets up a conflict for the characters, since that someone will probably hunt them down to prevent anyone else from finding out about the base.

Alliance and pirate bases are logical choices. Other options may include the Imperial military or corporate interests (possibly a weapons or biological engineering research facility). Wealthy individuals may have a private hideaway.

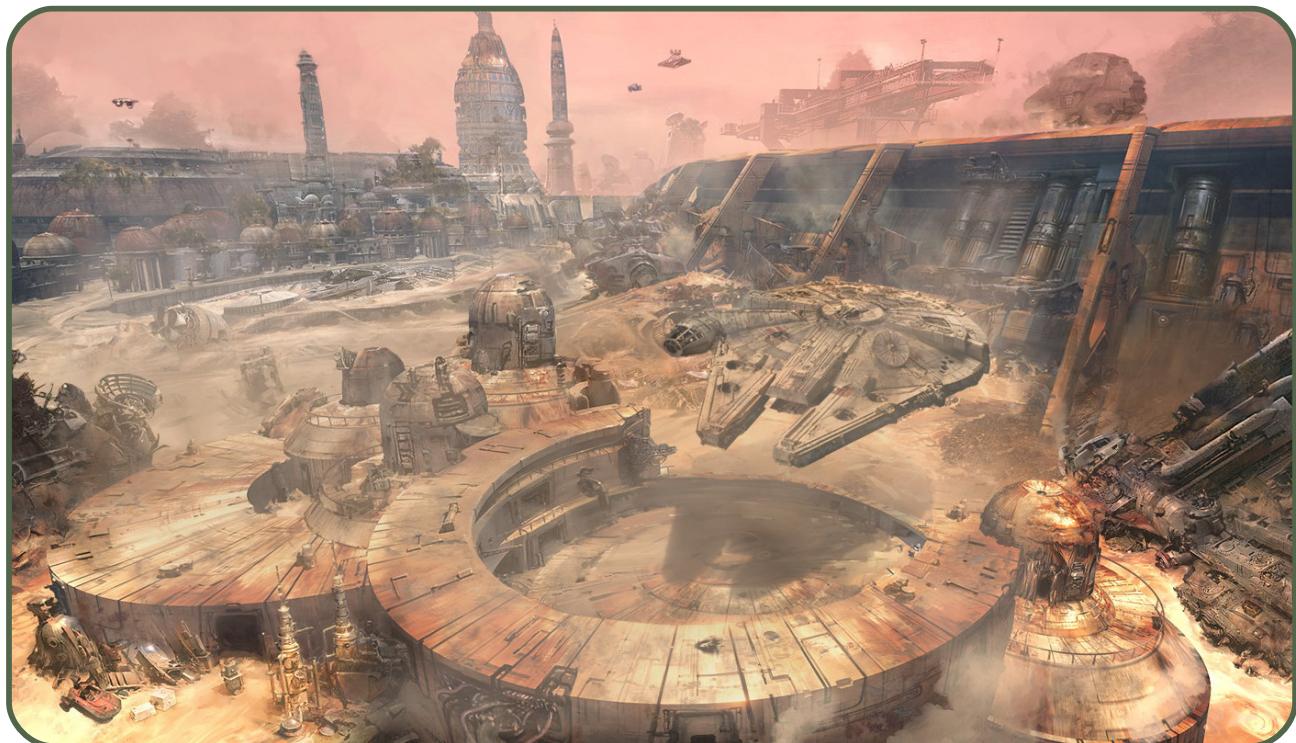
32-33: Homeworld. This result means the planet is a homeworld for an established alien species. It could be Calamari (home of the Mon Calamari and the Quarren), Sullust (home of the Sullustans), or one of thousands of other homeworlds throughout the galaxy. Most of these planets have modern starports, a sophisticated trader network and a high level of technology. Almost all homeworlds of atomic tech level or higher have already been subdued by the Empire unless the characters are in unexplored regions of space.

34: Luxury Goods. The planet produces luxury goods, such as liquor, finished gemstones (such as the Garnib crystals), spices, art or other goods. This planet may be self-sufficient, or may be devoted exclusively to producing the luxury good (which would require importing everything else).

35-41: Manufacturing/Processing. The inhabitants of this planet devote most of their time to manufacturing goods. The goods generally fit into three distinct categories: low tech, mid tech, and high tech. These goods may be for consumption by the planet's own residents, or they may be for export to other planets. They may be finished items, which are shipped directly to markets, or the planet may be an intermediary step, whereby the planet takes in raw materials from one planet, and then processes the material so that it can be used in the production of a finished good, which is manufactured someplace else.

Low Tech: Low tech items are simple manufactured goods, such as handiwork, native crafts, furniture, basic medicines and woven cloth. The goods may be mass produced in factories, or may be made individually by skilled craftsmen.

Mid Tech: More complex items are produced on this planet. Textiles, mechanical weaponry (projectile weapons), pharmaceuticals, paper goods, vehicles, and primitive versions of high



tech goods, such as computers and plastics, can be manufactured on these planets. Assembly line factories are frequently necessary to produce these goods.

High Tech: Modern computers, blaster weapons, super-hard plastics and alloys like transparisteel, polymers, chemicals, bio-engineered life forms, advanced bio-immune medicines, cybernetics, medical equipment, droids, vehicles and starships are all considered high tech goods. High tech goods almost always require advanced manufacturing methods.

Optional Modifiers: *Mid tech Planets:* +2 Starport; +2 Tech Level. *High tech Planets:* +3 Starport; +4 Tech Level

42: Military. This planet is an important Imperial military facility. It has one or several large bases. Sector capitals, planets near strategic trade routes, Imperial ship yards, and weapons manufacturing planets have huge military bases.

Optional Modifiers: +3 Starport; +2 Tech Level

43-46: Mining. Mining planets depend upon the minerals and metals locked beneath the ground. These planets truly drive the Imperial economy, because without the raw materials there would be no starships or vehicles. Blaster gases are also mined, but are taken from gas giants (such as the Tibanna gas mine on Bespin).

Optional Modifiers: +2 Starport; +1 Tech Level

51-55: Natural Resources. These planets utilize naturally occurring resources such as wood (for logging), animal skins, and glaciers ("harvested" for fresh water). Other products that could be harvested are raw materials for medicines and pharmaceuticals, and may be either plant or animal derived. This category differs from agriculture because the products aren't food.

56: Research. These planets are used for scientific and academic research. The world may have abundant resources, but the particular company or university may have an exclusive charter and is allowed to decide who develops the planet. Research may be for purely scientific or academic knowledge, but other planets are studied for new chemical compounds with practical applications.

61: Service. Service planets tend to have a multi-classed social system and great wealth. The exclusive higher classes have control over the wealth and resources, and the lower classes provide services and goods to the wealthier individuals. Service planets tend toward direct sale to consumers, or may be devoted to banking, legal services, medical services, or financial markets.

Optional Modifiers: +1 Starport; +2 Tech Level

62-63: Subsistence. A planet with a subsistence economy is working hard just to survive. There is little to send to other worlds to generate income, and if the planet has to import many goods, the debt could be staggering. Another option is a planet that depended upon one product which has lost a great deal of its value, and as a result, unemployment and poverty have grown dramatically in recent times.

64-66: Trade. Trade planets tend to be the most active and exciting planets in the *Star Wars* galaxy. They are blessed with being on a good trade route, and as a result, everyone stops here to sell goods, make deals and purchase goods for resale at other

locations. Sector capitals, planets that produce many different products and planets with wealthy populations are often trade planets.

Optional Modifiers: +3 Starport; +2 Tech Level

GOVERNMENT

Government is the means by which a society determines what is permissible and what is forbidden. Governments can regulate business or corporate behavior, or even eliminate entities such as businesses. They can severely curb a citizen's rights, or be very permissive.

The following results determine what type of government has been established on this planet, but it is up to the gamemaster to determine what the government in question believes in — these categories simply detail by what means the government operates. If the gamemaster wishes to generate more variety, roll on this chart multiple times to determine secondary governments or to determine a strong influence within the prime system of government.

One thing to remember is that most planets in the galaxy during the Rebellion Era are under the firm control of the Empire. This chart assumes that the planet is under Imperial control (with the notable exception of the Rebel Alliance result), although many primitive planets (feudal or stone tech levels) have been left alone simply because they offer too few resources or tax revenues to be worth the effort.

Most Imperial planets have been allowed to retain their traditional form of government, but all Imperial worlds have troops and equipment deployed to help the local population remember who is in control of the situation. Many, but not all, planets have Imperial governors who act as liaison between the Empire and the planetary government. On some worlds, the governor has assumed control (an action well within his or her authority). Particularly troublesome worlds are often subdued by Imperial military crackdowns.

To determine the government type, use the six-sided percentile system. This generates totals between 11 and 66. It is best to use two different color dice, reading one color die before the other. For example, if you're reading the red die first, and

D6%	Result
11	Alliance/Federation
12	Anarchy
13-16	Competing States
21-22	Corporate Owned
23-24	Dictatorship
25	Family
26-31	Feudalism
32	Guild/Professional Organizations
33-42	Imperial Governor
43-45	Military
46-52	Monarchy
53	Organized Crime
54	Participatory Democracy
55	Rebel Alliance
56	Representative Democracy
61	Ruler by Selection/Rite
62	Theocracy
63-66	Tribal

and you roll a "5" on the red die and a "6" on the blue die, your roll is a "56" (Representative Democracy).

11: Alliance/Federation. Several different groups (tribes, nation-states, corporations or whatever else – you decide) have formed an alliance. The degree of cooperation and the vitality of the alliance differs from situation to situation. Typical purposes for alliance include an improved economy, mutual defense, or the arrival of a situation so compelling that the different groups can put aside their problems to accomplish "a greater good." Betrayal is always a possibility, especially if there are other competing alliances.

12: Anarchy. Anarchists stand for the individual and his or her rights above all else, including government. Anarchist governments could conceivably be quite elaborate, but would exist only to insure that each individual has complete freedom.

Anarchism is commonly perceived as a lack of law and order, and on many planets, that is indeed the truth.

13-16: Competing States. Several nation-states, tribes or corporations are actively competing for control of the planet. The intensity and type of competition varies, and can range from economic competition to open war.

21-22: Corporate Owned. This planet is owned by a corporation, trade guild or other large business interest. Most of these planets produce goods for use or resale by the parent corporation. Other corporate planets are for the pleasure and relaxation of the executives and employees – in essence, giant recreation planets. Residents are almost always employees of the corporation, and have strict guidelines and rules to follow, such as having to pay rent on corporate housing, or being required to purchase goods only from corporate retailers.

The corporation is allowed to do whatever it likes (with the agreement of the Empire, of course). Conditions on planets are widely variable, from harsh and repressive to agreeable and comfortable.

Optional Modifiers: +3 Spaceport; +2 Tech Level

23-24: Dictatorship. Dictatorships are commanded by a single individual, such as a charismatic military officer, or an insane politician who will execute anyone. Dictatorships are almost always repressive and intolerant of divergent political, philosophical and social views.

25: Family. The most important social organization on the planet is the family. There are a variety of possible scenarios, including a pre-tribal state, where families have little or no technology and constantly engage in warfare with each other. At higher tech levels, a small group of elite families could control the government, either overtly or through behind the scenes manipulation of the government in power.

26-31: Feudalism. A multi-structured social system, in which important officials (nobles or royalty) are entrusted with a specific area of land. They must manage the territory, provide tax revenues to higher-level officials and make sure that the commands of these higher-level officials are carried out.

32: Guild/Professional Organizations. The planet is controlled by a guild dedicated to the advancement of a particular occupation or philosophy. Many trade planets are run by trade guilds.

These guilds may also control certain portions of the government, and subtly direct the kind of legislation and decisions that are made.

33-42: Imperial Governor. This is a planet where the designated Imperial governor has taken control, either due to civil unrest, sheer ego, or belief that the previous government was inept, disloyal or unresponsive.

43-45: Military. Military planets are controlled by either the Imperial military or a local military organization. They tend to have governments which perpetuate only the military structure, ignoring the needs and desires of the civilian populations – martial law is a way of life. Harsh, brutal crackdowns can occur with only minor provocation. Civil rights take a low priority when compared to accomplishing government goals.

46-52: Monarchy. A type of government where absolute authority is granted to one individual, often called a king or queen. The leadership position is normally granted by heredity. Planets may have patriarchal (only male rulers) or matriarchal (only female rulers) societies.

53: Organized Crime. A planetary or galaxy-wide criminal organization has established a government loyal to the criminal leaders. Organized crime planets are typically run so that only those who are unwaveringly loyal to the criminal organization receive advancement and promotions; opponents are simply eliminated.

Organized crime may also covertly control a government by bribing or blackmailing officials, or threatening their families. These governments are typically oppressive.

54: Participatory Democracy. Citizens vote directly on Important issues (some advanced planets have citizens vote on virtually every proposed bill).

55: Rebel Alliance. A government that supports the Rebel Alliance and its objectives. Few planets can risk openly supporting the Alliance (Alderaan is a painful example of what happens to openly rebellious worlds), but several planets secretly shuttle funds to Rebellion coffers, or offer safe passage for Rebel agents, supplies and weaponry. Hidden Rebel safe worlds also qualify for this designation.

56: Representative Democracy. Planets with a representative democracy have citizens choose officials, who are then charged with representing the "public interest." These type of governments can experience radical shifts in goals and policy if the population is unsatisfied with performance and threatens to remove the representatives from office.

61: Ruler by Selection/Rite. The ruler is chosen by a series of trials, physical, mental or both. While these governments are often found on more primitive planets, advanced civilizations may use complex testing methods to determine who is most fit to govern a planet, nation or locality.

62: Theocracy. A government run by a religious organization. Typically, the citizens are required to participate in certain religious rites and profess faith in the tenets of the religion. Theocracies may be highly tolerant of divergent views, but some are also quite repressive.

63-66: Tribal. Tribal governments seldom control more than a small portion of the planet. Tribes are groups of many families who have banded together for mutual survival, or who share common beliefs. Tribes are often precursors to city-states and nation-state governments, but many highly advanced and sophisticated tribal governments are found on planets throughout the *Star Wars* universe. Tribes can be nomadic, depending almost entirely upon hunting and foraging for food, or they can settle, which indicates the development of agriculture.

PLANET TYPE

The following table determines the basic type of world that the civilization in question has developed on. Roll 2D and find the results below.

2D	Result
2-9	Terrestrial
10	Satellite (Normally gas giant)
11	Asteroid Belt <p><i>Optional Modifiers:</i> -2 Population (initial roll only)</p> <p><i>Incompatible Conditions:</i> Agriculture, Homeworld Planet Function</p>
12	Artificial <p><i>Optional Modifiers:</i> -2 Population (initial roll only)</p>

2-9: Terrestrial. The planet is a typical ball of rock and metals orbiting a sun. Most terrestrial planets have atmospheres, and many have developed life. Move on to the "Terrain" section below.

10: Satellite (Normally Gas Giant). This world is a moon orbiting a gas giant (much like Yavin IV as seen in *Star War: A New Hope*). Since there is a civilization here, it probably has a breathable atmosphere and supports life, or there were important resources too valuable to pass up. Move on to the "Terrain" section below. Satellites are almost always tide-locked to the gas giants they orbit.

11 : Asteroid Belt. Asteroid belts are either the remnants of planets shattered by collisions with large stellar bodies or merely portions of stellar material that never coalesced into a planet. Settled asteroid belts are often rich in minerals and metals, and their small size prevents them from supporting an atmosphere. Most asteroid belt civilizations are either subterranean or have sealed and probably domed buildings built on the surface. Since asteroids are naturally airless, civilizations require regulated environments. Read the sidebar labeled "Regulated Environments" and then move ahead to the section labeled "Starport." Asteroid belt settlements required a tech level of atomic, information or space to be established (if the settlement was abandoned, the civilization may have devolved and lost tech levels).

Optional Modifiers: -2 Population (initial roll only)

Incompatible Conditions: Agriculture, Homeworld Planet Function

12: Artificial. Artificial results indicate orbiting space stations domed cities built on planets with toxic atmospheres, and great floating complexes built in gas giants. All artificial settlements need some means of sustaining themselves (such as huge repulsor engines to keep Cloud City aloft, or sealed domes to keep

SEASONAL CHANGES

The seasons on a planet are caused by the amount of axial tilt. If the planet's axis of rotation is perfectly "vertical" (perpendicular to the plane of its orbit) there are no seasons, and the temperature is constant year round. However, there will still be temperature changes due to weather.

However, if the axial tilt isn't "vertical," the planet experiences seasons. The greater the degree of tilt, the more extreme the seasonal change. Planets with a high degree of tilt experience extreme seasons. One side of the planet will have brutally cold winters, with continual darkness. At the same time, the opposite side of the planet will experience a sweltering summer and continual sunlight, with temperatures well above boiling. As the planet circles the sun, there will be a brief period of moderation, and then the side of the world that was previously locked in the grip of winter is now exposed to searing sunlight and the side that was experiencing a deadly summer is now exposed to the cold and dark of space. As the planet swings back around the sun, there again is a brief moderate period, before the planet returns to the seasons originally described.

TIDE LOCK

Tide locked planets are trapped with one half of the planet continuously facing the sun and the other facing out into space. They cannot rotate, and thus there is no day/night cycle. These planets are *almost* always uninhabitable, but there are exceptions (some planets have a habitable zone on the boundary of the night and day sides). If a planet is tide locked, ignore the effects of axial tilt.

the toxins out of the city). Since artificial planets require a regulated environment, read the "Regulated Environments" sidebar and then skip to the section labeled "Starport." Artificial settlements require a tech level of information or space.

Optional Modifiers: -2 Population (initial roll only)

TERRAIN

The gamemaster must determine the dominant terrain for the planet. There can be many different types of terrain on a planet, but the dominant terrain is the one that the characters will interact with most often. Diverse planets may have several major terrain types. Additionally, the planet's terrain may be a combination of types (such as mountainous forest).

While these classifications provide basic information as to the terrain types, the gamemaster must customize them to match the unique nature of the planet. Each terrain entry has a listing of compatible conditions, which is where these terrain types are most likely to be found. Some terrain types also have incompatible conditions, where they will seldom be found. If a quality isn't listed (such as a Moderate Hydrosphere, for example), the conditions are neither particularly favorable for the

terrain, nor do they preclude the existence of the terrain type. If the gamemaster rolls incompatible terrain results, he may opt to discard the results, or reason through a really unusual situation that allows this result. To determine the terrain type, roll on the six-sided percentile system.

D6%	Result
11	Barren <i>Compatible Conditions:</i> Arid, Dry Hydrosphere <i>Incompatible Conditions:</i> Moist, Saturated Hydrosphere <i>Optional Modifiers:</i> -2 Population (initial roll only); +3 Atmosphere
12-13	Cave <i>Optional Modifiers:</i> +2 Atmosphere; -2 Population (initial roll only)
14	Crater Field
15-16	Desert <i>Compatible Conditions:</i> Arid, Dry Hydrosphere <i>Incompatible Conditions:</i> Moist, Saturated Hydrosphere
21-24	Forest <i>Compatible Conditions:</i> Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature <i>Incompatible Conditions:</i> Arid Hydrosphere; Frigid, Searing Temperature
25-26	Glacier <i>Compatible Conditions:</i> Moist, Saturated Hydrosphere; Cool, Frigid Temperature <i>Incompatible Conditions:</i> Arid, Dry Hydrosphere; Searing, Hot, Temperate Temperature
31-32	Jungle <i>Compatible Conditions:</i> Moderate, Moist, Saturated Hydrosphere; Searing, Hot, Temperate Temperature <i>Incompatible Conditions:</i> Arid, Dry Hydrosphere; Cool, Frigid Temperature
33-34	Mountain <i>Incompatible Conditions:</i> Saturated Hydrosphere
35-41	Ocean <i>Compatible Conditions:</i> Moderate, Moist, Saturated Hydrosphere <i>Incompatible Conditions:</i> Arid, Dry Hydrosphere <i>Optional Modifiers:</i> -1 Population (initial roll only)
42-44	Plain <i>Compatible Conditions:</i> Dry, Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature <i>Incompatible Conditions:</i> Arid, Saturated Hydrosphere; Searing, Frigid Temperature
45-46	Plateau <i>Incompatible Conditions:</i> Saturated Hydrosphere
51-52	Urban <i>Optional Modifiers:</i> +1 Population (initial roll only)
53-61	Wetlands <i>Incompatible Conditions:</i> Arid, Dry Hydrosphere; Frigid, Searing Temperature
62-63	Volcanic <i>Incompatible Conditions:</i> Type I atmospheres <i>Optional Modifiers:</i> -2 Population (initial roll only); +3 Atmosphere
64-66	Special Terrain

ELLIPTICAL ORBITS

Some planets orbit their star in unusual orbits, with one part of the orbit coming much closer to the sun than the rest of the orbit. These elliptic orbits account for huge seasonal variations, and the lengths of seasons are not equal. In extreme situations, the planet is locked in a deadly cold winter for years at a time, but as it swoops in close to the star, the planet quickly thaws and life returns, all within the span of a few weeks.

PLANETARY WEATHER

Meteorology is one of the most difficult of the sciences to understand, simply because there are so many factors involved in determining the weather of a plane. Weather is defined as any type of wind or precipitation, whether is in the form of rain, sleet, ice, ice shards, or something even more exotic.

In general, weather fronts are created by the spin of the planet and the mixture of different temperature air masses (such as when cool air from a great water body collides with warm air from the interior of a continent). Weather can be amplified by the presence of satellites, an unusual planetary orbit (such as elliptical), local geographic conditions (there tends to be more rain when a weather front hits a mountain chain, since the clouds must lose moisture in order to rise above them) and the effects of galactic civilization (climate control is used on many advanced planets).

Precipitation might be measured in centimeters per year, or even meters per day, depending upon the amount of moisture in the air and climate. The strength of winds might be barely noticeable, or so strong that buildings must be securely anchored or they will be blown over.

The scope of this work doesn't allow for detailed weather mechanics, but with all of the options available to gamemasters, the sky's the limit.

REGULATED ENVIRONMENTS

Space stations, asteroid belt cities, domed cities and other artificial environments are called regulated environments. It is assumed that these environments are set for the most comfortable conditions for the species that built the environment, or in the case of Humans, a temperate temperature, Standard gravity, and a day/night cycle hovering around 20-25 standard hours.

However, should there be a catastrophic disaster, the natural environment may come rushing into the facility, or things such as oxygen re-processors or repulsor grav generators may fail. If the regulated environment is a domed city or a construct within a gas giant, the immense gravitational forces and atmospheric pressures may cause the facility to collapse. Filters could fail, releasing all kinds of toxins into the environment. While accidents should be rare, the potential for disaster is enormous.

11: Barren. Barren planets are typically Arid, possibly with hostile atmospheres. The ground is extremely hard, dry and is hostile to most forms of life. There may be large rocks on the surface or embedded in the rock hard ground. Minerals and metals may be found. Barren planets are predisposed to unbreathable atmospheres.

Compatible Conditions: Arid, Dry Hydrosphere

Incompatible Conditions: Moist, Saturated Hydrosphere

Optional Modifiers: -2 Population (initial roll only); +3 Atmosphere

12-13: Cave. The planet is dominated by an immense network of caves running throughout the crust. These caves are often caused by volcanic activity, and if the activity is ongoing, areas can quickly become dangerous as lava and toxic gases return to fill the caves they created. Cave planets almost always have Type 11 atmospheres.

Optional Modifiers: +2 Atmosphere; -2 Population (initial roll only)

14: Crater Field. Crater fields can occur in virtually any other type of terrain, and they are the result of continuous impacts from meteorites, resulting in huge cratered areas on the planet. The impacts could have ended millions of years ago, or they may still be ongoing. Large enough meteors could cause significant climate changes on a planet by throwing huge clouds of soil into the air or causing earthquakes. Planets with light gravities are favorable for crater fields.

Incompatible Conditions: Thick atmospheres

15-16: Desert. Deserts are typically found on dry and arid planets, and support only a minimum of life due to a lack of moisture. Deserts can be found in any temperature zone. Warm desert areas can be very dangerous because travelers can easily become dehydrated (an exposure suit will prevent dehydration).

Compatible Conditions: Arid, Dry Hydrosphere

Incompatible Conditions: Moist, Saturated Hydrosphere

21-24: Forest. Forests occur most commonly in temperate zones, but they can also occur in very cold or warm areas. If they receive a great deal of precipitation in tropical areas, they are called rain forests. Forests may be active year round, or may be seasonal (most of the plants go into hibernation during cooler seasons). They generally receive ample rainfall.

Compatible Conditions: Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature

Incompatible Conditions: Arid Hydrosphere; Frigid, Searing Temperature

25-26: Glacier. Glaciers are huge, frozen sheets of ice that can be several kilometers thick. Icebergs are chunks of glaciers that have been broken off and now float in oceans. Glaciers grind the land beneath them, constantly reforming it. Glaciers can occur on land, or above ocean.

Compatible Conditions: Moist, Saturated Hydrosphere; Cool, Frigid Temperature

Incompatible Conditions: Arid, Dry Hydrosphere; Searing, Hot, Temperate Temperature

31-32: Jungle. Jungles are any area overgrown by plant life, and often include low-lying wetlands that support many forms of plant and animal life. They are often warm at least a substantial

portion of the local year. The ground can be moist or dry. They are excellent incubators for life, from plants to insects and larger carnivorous animals. They require ample water, but can be warm or cool.

Compatible Conditions: Moderate, Moist, Saturated Hydrosphere; Searing, Hot, Temperate Temperature

Incompatible Conditions: Arid, Dry Hydrosphere; Cool, Frigid Temperature.

33-34: Mountain. Mountainous planets have been (or still are) home to a great deal of geologic activity. The mountains can range from small hills (under a kilometer tall) to huge peaks several kilometers tall. Depending upon the planet's atmosphere, plant life, and soil, mountain areas can support a variety of plant forms from trees to grasses or various lichens. Peaks of mountains on temperate and cold planets may be snow capped. Snow capped mountains can be quite dangerous because of avalanches.

Incompatible Conditions: Saturated Hydrosphere

35-41: Ocean. Ocean planets are dominated by huge bodies of water or other liquid. The oceans can be very deep, or merely large and shallow, depending upon whether or not geologic activity has created great mountainous regions (islands are often the peaks of small mountains that emanate from the ocean's floor). These planets may be searing to frigid, although frigid oceans will most often be covered by huge glacial sheets of ice.

Compatible Conditions: Moderate, Moist, Saturated Hydrosphere

Incompatible Conditions: Arid, Dry Hydrosphere

Optional Modifiers: -1 Population (initial roll only)

42-44: Plain. Plains areas are simply huge, flat expanses of life, typically supporting grasses and bushes as primary forms of plant life. Grasslands can be found in virtually any hydrosphere and temperature range, but they are most common in tropical and temperate dry regions. Very cold, dry grasslands are often called tundra, and very warm, dry grasslands are often called savannas.

Compatible Conditions: Dry, Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature

Incompatible Conditions: Arid, Saturated Hydrosphere; Searing, Frigid Temperature

45-46: Plateau. Plateaus are large sections of mostly flatland that are elevated above other portions of nearby land. They typically occur in the interior of continents. On a plateau, virtually any type of terrain can be found.

Incompatible Conditions: Saturated Hydrosphere

51-52: Urban. This result means that most of the planet is covered by artificial constructions, typically huge city sprawls. This is indicative of a very high population, and most so-called urban planets concentrate on trade, manufacturing or administration. Agriculture can sometimes be conducted in huge hydroponics factories, or beneath the surface if the plants don't require sunlight (typical of mosses and fungi). Urban terrains can be layered on top of most other terrain conditions, such as plateaus, mountains, and plains. In addition to habitable cities, urban results may indicate huge factories and refining facilities.

Aside from buildings, many urban settings will have extensive cultivated areas for agriculture. This classification can include any developed area that isn't wilderness.

Optional Modifiers: +1 Population (initial roll only)

53-61 Wetlands. Wetlands are moist low-lying wet areas, and play a vital role in most ecosystems. They can take the form of ponds, marshes, or swamps, and support bushes, trees, grasses and many different forms of life.

Incompatible Conditions: Arid, Dry Hydrosphere; Frigid, Searing Temperature

62-63: Volcanic. Volcanoes and lava pools cover the planet, indicating a very high level of geologic activity. Volcanic planets often have high levels of ash and toxic gases in the atmosphere, and the lava, of course, is very dangerous. However, these planets often have high quality metals in their crust. Volcanic planets often have hazardous atmospheres.

Incompatible Conditions: Type I atmospheres

Optional Modifiers: -2 Population (initial roll only); +3 Atmosphere

64-66: Special Terrain. These are unusual terrains that demonstrate the incredible versatility of the *Star Wars* universe. These terrain types can also explain seemingly contradictory terrain rolls. What follows are some examples:

- Crystal forests and fields. The crystals may be immensely valuable, or merely scenic. They may also be a hazard if they magnify incoming sunlight, possibly blinding careless travelers.
- Planets with ammonia oceans, where the land masses are actually rock-solid ice fields. This type of condition requires very low temperatures and often has a Type IV atmosphere.
- Underground forests, found in great subterranean caverns. The trees and bushes derive most of their energy from the geothermal energy released by the interior of the planet.
- Huge canyons cover the planet.
- A planet where most of the water is trapped on high plateaus, and the lowest sections of the planet are actually parched deserts.
- Planets like Kashyyyk, with several distinct "bio-levels," where the type of creature and its behaviors is distinctly different based on the altitude. This can be accomplished through use of mountains, huge trees, or even planets where there are many lighter than air gases and many flying and gliding creatures have internal bladders for constant lift.
- Planets that are covered with toxic and radioactive pools. They may have been mining planets that were just tapped out and converted to waste dumps. Whole new lifeforms (and hardy ones at that) could evolve in these conditions.
- A planet with an unusual substance that mixes with water, turning into a jellied goo at temperatures up to 80 degrees Celsius. In warmer seasons, there are huge flowing oceans of the muck, while in winter, the goo hardens, expands and covers much of the planet (much like a hot-weather glacier).

TEMPERATURE

This classification represents the average temperature on the planet's surface. Most planets have several varying temperature bands, from the coldest (polar regions) to warmest (equatorial

region). The "true" temperature of an area can be altered by local geographic features. Seasonal changes also greatly alter temperature (see "Seasonal Changes" sidebar). Some planets are trapped in what is called tide lock (see "Tide Lock" sidebar). Still other planets have elliptical orbits (see "Elliptical Orbits" sidebar).

All of these possible combinations give the gamemaster a great deal of diversity and choice when designing the planet. These special results are not incorporated into the random tables so that the gamemaster can choose exactly which effects are most useful. Roll 2D to determine the average temperature.

2D	Result
2	Searing
3-4	Hot
5-9	Temperate
10-11	Cool
12	Frigid

2: Searing. Searing planets average 60 degrees Celsius or more, and are hostile to most life forms, although standing bodies of water are possible as long as the average temperature isn't near the boiling point (100 degrees Celsius). Most civilizations will tend to cluster near the more moderate polar regions or underground.

3-4: Hot. Hot planets average between 30 and 56 degrees Celsius, and while generally uncomfortable, are not nearly as hostile as searing planets.

5-9: Temperate. Temperate planets average between -5 and 29 degrees Celsius, and are in the most comfortable temperature bands for Humans and other life forms.

10-11: Cool. Cool planets average between -20 and -4 degrees Celsius. Most cool planets do not support a huge number of life forms, but life can still adapt to planetary conditions. Plant life may be common if it contains compounds that prevents vital water-based fluids from freezing.

12: Frigid. Frigid planets average -21 degrees Celsius or less, and are often inhospitable. If the hydrosphere is Temperate, Moist, or Saturated, the planet may be covered with ice glaciers.

GRAVITY

Star Wars: The Roleplaying Game uses four classifications to indicate the gravity of a world. As indicated before, most regulated environments will have a gravity of Standard.

2D	Result
2	Zero Gravity
3-4	Light
	<i>Optional Modifiers: +2 Atmosphere</i>
5-11	Standard
12	Heavy
	<i>Optional Modifiers: +2 Atmosphere</i>

2: Zero Gravity. Asteroids, comets and other very small stellar bodies have effectively zero gravity, which also eliminates the possibility of an atmosphere (barring the use of technology, such as energy screens). Space stations that lose power may also





lose their repulsorgrav generators, effectively throwing the whole station into a zero gravity situation.

In zero gravity, things and beings float unless thrust is somehow provided. On the other hand, once something begins moving, it doesn't stop until something else stops it (such as a collision with a wall). This applies for vertical, horizontal and even twisting movement since there truly is no "up" or "down."

Characters in zero gravity can float up to five meters per round and have no control over direction unless they have something to push off against, in which case they float 10 meters. Increase the difficulty of all *Dexterity* or *Strength* checks by 2 (excluding checks to resist damage). Combined actions are not possible. Characters attempting full *dodges* will smash into any object in their path (taking 3D stun damage). Each *dodge* counts as two actions. Characters will be able to control their direction of flight by firing blasters or projectile weapons as a means of propulsion, but this requires a Moderate *Mechanical* roll to control direction. Similarly, characters who fire weapons in combat will be pushed away unless they are braced against a wall.

3-4: Light. Planets with light gravity allow characters to lift heavier objects, but also throw off physical coordination. They also allow easier movement. There are few inhabited planets with light gravity.

In very light gravities, the gamemaster may want to use the following optional modifiers: +1D bonus to all *Strength* actions (except for resisting damage); -1D penalty for all *Dexterity* actions.

Optional Modifiers: +2 Atmosphere

5-11: Standard. Standard gravity is that which is most common on Imperial worlds, and therefore most comfortable for most species. Standard gravity includes several gradients of true gravitational pull, but is placed within this convenient grouping.

12: Heavy. Heavy gravity planets have a much stronger pull than normal, the effects of which can be merely inconvenient or crippling. Planets with very heavy gravity may make a person's body so heavy that they cannot move. There are few planets with heavy gravity, and most of them are just barely beyond the Standard gravity classification. On these "barely heavy" gravity planets, even walking counts as an action (it is not "free movement").

Gamemasters can use the following optional modifiers for slightly heavier gravity planets: -1D to all *Strength* and *Dexterity* actions (except for resisting damage). Characters must make a minimum of a Moderate *stamina* check after every minute of heavy exertion, although checks may be made more difficult or frequent at the gamemaster's discretion. Characters who fail these *stamina* checks must rest for a double the amount of time they were active or suffer a -3D penalty to all actions except resisting damage in combat. Additionally, when the character suffers damage from collisions or falling, increase the damage by a minimum of 1D.

Optional Modifiers: +2 Atmosphere

ATMOSPHERE

Most stellar bodies of significant size have atmospheres (some planets have had their atmospheres ripped away by a near pass with a rogue planet or some similar cataclysm). Gas giant atmospheres are often composed of methane, ammonia, and various hydrocarbons (Type IV), although a very small number of gas giants have been discovered with a breathable atmosphere within a limited biozone (Bespin being the prime example). Imperial bureaucrats use a very simple classification system for atmospheres. Most ship sensors can determine the type of atmosphere with sensors. However, sensors are not perfect, and may miss trace elements that can be harmful to the ship's inhabitants, so the results of a sensor scan should never be taken at face value.

To randomly determine a planet's atmosphere, roll 2D and check the result below.

2D	Result
2	None
3-9	Type I (breathable)
10	Type II (breath mask suggested)
11	Type III (breath mask required)
12	Type IV (environment suit required)

2: None. This planet has no appreciable atmosphere and a space suit is required simply to survive on the world. Planets without an atmosphere typically have much greater temperature variations because there is no atmosphere to disperse solar energy (on the sun side) or retain heat (on the night side). Characters exposed to the vacuum of space suffer 4D damage the first round of exposure, and increase the damage by +2D for each additional round in the vacuum.

3-9: Type I (Breathable). A Type I atmosphere has a proper mixture of oxygen, nitrogen and other gases so that Humans and comparable species can breath it unassisted. These atmospheres may have contaminants that over the long term have a detrimental effect. Planets with a Type I atmosphere will have life or at least had life recently.

10: Type II (Breath Mask Suggested). Type II atmospheres can support life without use of a breath mask, but either due to too much or too little atmospheric pressure or oxygen, or unusual gases or contaminants, it is recommended that a breath mask be worn. Without a breath mask, detrimental effects, such as slowed reactions, reduced brain activity, poisoning, or a myriad of other effects can begin to occur within just a few hours of exposure. Many alien species can comfortably breathe Type II atmospheres without having to resort to breath masks.

Planets with a Type II atmosphere will have life or at least had life recently.

11: Type III (Breath Mask Required). Type III atmospheres are unbreathable without a breath mask, again due to a number of possible characteristics. The atmosphere could be highly poisonous, or simply not have enough oxygen to breathe. Characters without breath masks can begin to suffer detrimental effects immediately. A small number of alien species (and certainly native creatures) will be able to breath these atmospheres unaided.

Type III atmosphere planets frequently support life.

12: Type IV (Environment Suit Required). Type IV atmospheres are not only poisonous, but they are so reactive that they will cause injury to persons who are exposed to it. Environment suits, space suits or life-support equipment is required to venture through the atmosphere, or characters will suffer burns and other grievous injuries. If the planet is Frigid, a thermal suit may be necessary. These atmospheres may also be flammable or highly explosive. The gamemaster must customize the effects of the hostile atmosphere.

HYDROSPHERE

The hydrosphere represents the amount of moisture on or near the surface of the planet. Water is not necessarily the only liquid that can be found. The water may have a high concentration of another substance that makes it unfit for consumption, or the liquid might merely be water-based, but have other com-

ponents that make it a different compound. More exotic options include huge lava lakes (on planets with plenty of geologic activity), or deadly ammonia seas (on extremely cold planets). Roll 2D.

2D	Result
2	Arid
3-4	Dry
5-9	Moderate
10-11	Moist
12	Saturated

2: Arid. The planet is 85-100 percent covered by land. The planet has very little or no standing liquid, and there probably is very little moisture in the atmosphere. There may be large lakes and seas, but there are no great oceans. Much of the planet will probably be desert.

3-4: Dry. The planet is 50-84 percent covered by land. The planet has some standing liquid, and the land is probably a mixture of desert, dry plains, tundra, or other terrain types not requiring a great deal of water.

5-9: Moderate. The planet is 15-49 percent covered by land. The planet has large oceans and probably a well developed river network, especially if the planet has large hills and mountains. There are probably many different terrain types.

10-11: Moist. The planet is only 5-14 percent covered by land. Most of the planet is covered by water or another liquid, and the few land masses that do exist are wet. Bogs and swamps are common.

12: Saturated. The planet is only 0-4 percent covered by land. Land only takes the form of islands, which may again be bogs, or swamps. Oceans dominate the terrain.

LENGTH OF DAY

The length of day for most terrestrial planets not subjected to tide lock or another extreme condition is in the range of 18 to 36 standard hours. Even though tide-locked planets do not have days, it is useful to determine what a likely day length would be so that the length of the local year can be determined. To determine this total, roll 1D:

1D	Result (in standard hours)
1-2	Roll 2D and add 10
3-4	Roll 1D and add 20
5	Roll 1D and add 25
6	Roll 1D and add 30

Satellite planets may have days several dozen hours long (as long as it takes the satellite to orbit the gas giant). The local year depends upon the orbit of the gas giant and may be several standard years long.

LENGTH OF YEAR

A simple die roll will generate a suitable total since so many different factors are responsible for determining the orbital radius and speed of the planet. The total can be increased or decreased by a few days to make the total unique compared

to other planets. To determine this total, roll 2D of different colors. Read the results below and the total of the two numbers equals the length of year in local days:

First Die (1D)

Multiply the number ×15

Second Die (1D)

1	75 local days
2	150 local days
3-4	225 local days
5	300 local days
6	375 local days

SENTIENT SPECIES

The gamemaster should determine what alien species are on the planet in large quantities. Humans are among the most diverse species in the galaxy and can be found almost everywhere, but other species such as Devaronians, Duros, Gamorreans, Ithorians, Rodians, Sullustans, and Twi'leks are also known to colonize and reside on many different planets. If the planet is similar to a species's preferred climate, or there is plenty of work to be found, other species may be encountered as well. The planet may have a native sentient species, designated by an (N) on this line of the planet log.

Gamemasters must take a few moments to design the native sentient species, bearing in mind the kind of environment the species evolved in. He should decide their biology, culture, history, how galactic civilization changed their society, what common occupations they have and what their personalities are like.

STARPORT

The Imperial Space Ministry has five different classifications for starports. For random determination of the starport, roll 2D and find the result on the chart below.

2D	Result
2	Landing field
3-5	Limited services
6-8	Standard class
9-11	Stellar class
12	Imperial/Republic class

2: Landing Field. There may be a flat space on the ground for ships to land. There is no control tower (there may not even be other starships on the planet). Fueling and repair services are probably unavailable at any price.

3-5: Limited Services. This is typically a simple landing field, but there is at least a control tower to prevent collisions between ships in the planet's airspace. There may be maintenance sheds for rent. There may be fuel for sale, but other important supplies are unavailable.

6-8: Standard Class. The starport is fully-staffed and equipped. Restocking services are available, and there is a small shipyard for minor repairs and modifications. Prices for repairs and modifications can be up to double normal prices, and take twice as long to accomplish.

9-11: Stellar Class. This type of starport can dock and service almost any class of ship. There are probably several shipyards in the immediate area, and they can handle major repairs and modifications. There is almost always an Imperial Customs office on site.

12: Imperial/Republic Class. Modern and luxurious ports with complete storage and maintenance facilities, and a large number of landing fields and docks. A complete menu of services and luxuries are available for the ship and its crew. Important merchants have offices at the starport. The shipyards are capable of rapid repairs and modifications. The Imperial Customs office is well staffed.

POPULATION

This figure represents the total sentient population on a particular planet. For random determination, roll 1D and use the chart below.

1D Basic Population Range

1	Population is 1-999
2-3	Population is in the thousands
4-5	Population is in the millions
6	Population is in the billions

(Now, roll for within that range if the population is in single numbers, tens, or hundreds for that category.)

1D Result

1-2	Population is in singles (1-9)
3-4	Population is in tens (10-90)
5-6	Population is in hundreds (100-900)

(For exact numbers, roll 1D to determine if number is between 1-5 or 6-9. Determine to two significant figures.)

1D Result

1-3	Number is between 1-5 (roll 1D, ignoring 6)
4-6	Number is between 6-9 (roll 1D, ignoring 5 and 6, and add five)

It is recommended that the gamemaster not allow populations over 100 billion. Any population over 10 billion is very likely to be an urban terrain planet, with a standard class or better starport and an industrial level or higher tech level.

Example: The gamemaster wants to randomly determine the population of a planet. He rolls 1D getting a result of "3" (the population will be in the thousands).

A second die roll yields a result of "5" (the population is in the hundreds of thousands).

To determine the exact number, the gamemaster must first roll the first significant figure. A roll of "1" tells him the number is between 1 and 5, and a second roll of "3" tells him the first number is 3, for a first number of 300,000.

To determine the second significant figure, a roll of "5" tells him the number is between 6 and 10. To get the specific number, he rolls 1D and adds five, ignoring a 5 or 6. He rolls a "1", and by adding 5, gets a total of 6. This makes the planet's population 360,000.

TECH LEVEL

The level of technological achievement is important in determining what goods the planet can manufacture, as well as what they are likely to be interested in purchasing. Few planets fit directly into one of these classifications.

This classification system, utilized by Imperial bureaucrats, represents the typical level of technology to be found on the planet, but there may be areas where individuals have developed or somehow acquired more advanced technology. Planets with no sentient inhabitants are considered Stone level by default. Roll 2D.

2D	Result
2	Stone
3	Feudal
4	Industrial
5	Atomic
6-7	Information
8-12	Hyperspace

2: Stone. Stone level civilizations have loosely-knit cultures and the basic social unit is likely to be the tribe. The society makes and uses stone tools and may have developed primitive agriculture. These people do not understand the concept of money, so trade will be by barter. There is no transportation network.

3: Feudal. Feudal planets have a more complex social structure and have begun to produce primitive manufactured goods. They have learned primitive mining and ore-processing techniques. Transportation is normally by ship or caravan.

4: Industrial. Industrial planets are beginning to understand mass production, and have established more complex political and social structures. Windmills, waterwheels, wood or coal furnaces will be used to generate energy. These planets typically want to acquire knowledge to help improve their technology. Motorized transportation, projectile weapons and the beginnings of mass communication are common.

5: Atomic. Atomic planets have advanced, large-scale production of goods. They will be very interested in new technologies. More advanced alloys and plastics become available. Space travel is in its infancy. Established industries, such as transportation, communications, medicine, and business, quickly progress and grow.

6-7: Information. Sophisticated communications, such as computers and satellites, become readily available. Industry becomes more efficient, mechanization is very common, and the precursors of droids appear. Energy weapons are beginning to be discovered, in-system space travel is common and colony ships to other planets are a distinct possibility. Repulsorlift may be developed. Natural resources may become scarce.

8-12: Space. This is the stage of most planets within galactic civilization, and is characterized by hyperspace travel, droids, blasters, and highly efficient industry. Planets at this level are often integrated into the galactic economy, and produce many goods for export, but also import many goods.

MAJOR IMPORTS AND EXPORTS

This should be chosen by the gamemaster only after considering the government, tech level and planet function as a whole. The gamemaster must decide what the planet produces for its own consumption, what it ships to other planets and what it must purchase from other planets. The whole galactic economy is built upon the fact that most planets specialize in producing certain goods and must import goods from other planets for survival.

Imperial bureaucrats group goods within eight general categories. Within these categories, planets may export or import only a few products. The categories are: low, mid, or high technology, metals, minerals, luxury goods, foodstuffs and medicinal goods

SYSTEM/STAR NAME

Generally, the system and the star are named after the most important planet of the system.

STAR TYPE

The gamemaster should determine the type of star for the system. White, yellow-white, yellow, orange, and red stars could conceivably support habitable planets (yellow and orange are most likely). White dwarfs (which were once red giants) may have once supported habitable planets, but they were burned when the star became a red giant. Binary stars can support habitable planets, and although rare, this is not impossible, as Tatooine shows. This is possible if the stars are close enough to each other so that the planet orbits both stars, or the stars are so far apart that the planet can orbit around only one of the stars (this will almost always be the case). Trinary stars could also support habitable planets, but this is even less likely.

OTHER PLANETS

The gamemaster, at his option, can elect to detail the rest of the system. This is a matter of choosing the types of planets and their names, and provided you don't start explaining the detailed astrophysics of the system, odds are likely no one will complain. In general, terrestrial planets will occupy the inner orbits of the system. Next will be the gas giants, possibly followed by frozen rock planets.

Gas giants will be the only planets capable of supporting habitable satellites. Most satellites for terrestrial planets will be little more than hunks of frozen rock and ice, although they could be a large "companion" satellite. Gamemasters can list other planets on the Planet Log. Moons of particular importance can be listed after the planet they orbit (in the text, listed moons are italicized.).

DESIGNING LIFEFORMS

One of the final steps in designing a planet is deciding the lifeforms that inhabit it. However, for game purposes the gamemaster will never need to completely define the biosphere. When designing lifeforms, it is most important to remember the relationship the lifeform will have with other organisms in its environment. The following general concepts should help you develop interesting and unusual lifeforms.

Life

Animals are life forms that must secure food already organized into organic (carbon-based) substances. In other words, they generally cannot derive their sustenance from sunlight or soil, but rather must hunt down plants and other animals.

Plants are lifeforms that manufacture their own food from inorganic substances. Often they draw energy from sunlight and nutrients from soil; in nutrient poor environments they may consume other plants and animals.

Bacteria are single-celled life forms. They can be both useful and harmful to other life forms.

Viruses are pure genetic material wrapped in a protein coating. When a virus is introduced to a new life form, it replaces the host's genetic material and starts replicating itself, spreading throughout the host.

Relationships

Commensal relationships are ones in which one organism coexists with another. The first organism derives some benefit from its coexistence, while the second organism is neither harmed nor benefits from the relationship.

Parasitic relationships are ones in which one organism coexists with another. The first organism derives some benefit from the relationship, while the second organism is harmed, but not killed, by the relationship.

Predator relationships are ones where the first organism benefits from the second organism, but also kills it, meaning that the predator must continually hunt down new forms of prey.

Symbiotic relationships are ones in which two organisms coexist, and both of them benefit from their association with the other organism.

Intelligence

Non-intelligent organisms are controlled by their genetic code and the nature of their environment. They are merely reactive.

Physical reflex organisms respond to external stimuli in variable ways. This is not a cognitive process, however, but a pattern of innate and learned response to external stimuli. For example, these creatures back away from hot objects after they are burned. They cannot learn in advance that "hot is bad," for example.

Emotional reflex organisms can feel content, sad, and other emotions on a rudimentary level. They do not literally think "I am sad," but instead respond with behavior modification when things are going well or poorly. These creatures can challenge for a mate, battle for territory, "feel" hungry, or get angry when they haven't eaten.

Associative thought organisms can associate one occurrence or action with another one. This allows for learned behaviors. For example, a hungry animal can chose to wait to hunt until nightfall because it has learned to associate nightfall with better chances of success when hunting. These creatures can feel loyalty, hurt, angry, loss, remorse, or happiness to the same levels as more intelligent creatures, but cannot grasp ephemeral ideas like love and war. There is no

"good versus evil" for such creatures; they only understand "beneficial to me" and "harmful to me."

Sentient organisms are the highest state of intelligence known in the *Star Wars* galaxy. The organism has the ability to imagine, dream, divine the consequences of events based on past experiences and gauge the probability of future success given previously acquired knowledge. Emotions can be tempered, instilled, altered. The culture of such beings can define things like good and evil in esoteric ways. These creatures can invent new things, create and test theories, or develop artificial worlds with no basis in real experience. True sentience is rare.

The Details

Within this framework, virtually every social relationship between any form of life can be defined. Once the situations are defined, the gamemaster can define how the lifeform moves, any unusual attacks or defenses, the lifeform's social structure and needs, and other factors.

SAMPLE PLANETS

Here are some sample worlds to get you started. These planets represent a variety of world types.

Alderaan

The peaceful, idyllic world of Alderaan was destroyed in an instant by the planet-shattering laser of the Death Star, the greatest atrocity of a Galactic Civil War that offered no shortage. The demonstration was meant to cow the Empire's restive worlds and keep them in line, but the Death Star was destroyed just days later, and Alderaan became a rallying cry for individuals, systems, and species now determined to resist the New Order.

Human colonists came to Alderaan before the founding of the Republic and discovered a verdant world abandoned by an insect species, the Killiks. A founding member of the Republic, Alderaan became a symbol of human culture at its best, with cities built to coexist with nature, and renowned universities. People across the galaxy enjoyed Alderaanian cuisine, spiced wines, and exhibitions of Alderaanian dance, theater, music, and poetry. Three useful Alderaanian animal species — thrantas, grazers, and nerfs — also spread throughout the galaxy.

Alderaan formally adopted pacifism after the horrors of the Clone Wars, ridding itself of all major weaponry. Cynics noted that this seemingly idealistic move made it easier for the planet



and its respected leader, Bail Organa, to actively oppose the New Order in the Senate – all in the name of the finest traditions of the Republic, of course. Alderaan finally crossed the line between opposition and treason when Bail's successor, his adopted daughter Leia Organa, was caught receiving secret transmissions from Rebels above the planet Toprava. Leia was interrogated and her homeworld destroyed by the Death Star before her eyes.

The Death Star's superlaser left behind an asteroid field called the Graveyard, orbited by the remains of Alderaan's moon. Many Alderaanian exiles now visit the Graveyard to pay their respects to those murdered by the Empire, a ritual known as the Returning. The planet's sister world, Delaya, survived the destruction and is the system's sole inhabited world. Delaya is an agricultural planet with light industry and no particular claim on galactic importance.

■ ALDERAAN

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forests, planes, grasslands
Length of Day: 24 standard hours
Length of Year: 364 local days
Sapient Species: Human, others
Starport: Imperial/Republic class
Population: 2 billion
Planet Function: Homeworld, academic
Government: Democracy
Tech Level: Space
Major Exports: Wine, art, luxury goods
Major Imports: Manufactured goods, electronics

Bespin

Gas giants are rarely worth the expense of colonization, but Bespin is an exception: Its rose-colored clouds contain a fortune in valuable Tibanna gas. That's led to the creation of many floating communities in the "Life Zone," a band of breathable atmosphere thirty kilometers deep. Bizarre floating, flying, and drifting creatures native to the planet now share this area with repulsorlift cities that are home to humans, Luttrillians, and Ugnaughts, as well as numerous tourists. The most famous such settlement is Cloud City, a floating pleasure palace and Tibanna mine.

Cloud City was built by Ecclessis Figg, the eccentric "Master Trader of the Outer Javin," purportedly as a facility to collect Tibanna for hyperdrive coolant. In reality, Figg was spin-sealing this gas for use in blasters – an operation that would attract the

attention of the powerful Mining Guild and imperil Figg's profits. To deflect the guild's attention, Figg turned his mining colony into a graceful, cosmopolitan resort, with the Tibanna operations hidden away. Soon the lie became the truth: Tourism alone made Cloud City profitable. The city's gambit failed when Boba Fett followed the *Millennium Falcon* there, leading to a visit from Darth Vader. Vader left behind a garrison, and stability wasn't restored until after the Battle of Endor. Under the New Republic, control of the city was given to local Ugnaught leaders, fulfilling a deal made by Lando Calrissian during his days as administrator.

Bespin's Life Zone is home to clouds of phosphorescent algae and colossal invertebrates known as beldons, which some scientists chink produce Tibanna gas. The beldons are preyed upon by sharp-toothed predators called velkers. Rawwks are bat-like scavengers that have claimed abandoned prospecting stations for their roosts. Finally, a herd of Alderaanian thrantas calls Bespin home; their riders perform vertiginous "sky rodeos" for tourists. Besides Cloud City, visitors sometimes tour Tibannopolis, a repulsorlift city abandoned during the Clone Wars, and the Ugnaught Surface, a floating platform designed to mimic conditions on the Ugnaughts' homeworld of Gentes.

■ BESPIN

Type: Gas giant
Temperature: Temperate (in the Life Zone)
Atmosphere: Type I (breathable) in the Life Zone
Hydrosphere: Moist (in the Life Zone)
Gravity: Standard (in the Life Zone)
Terrain: Gas giant
Length of Day: 12 standard hours
Length of Year: 10,220 local days
Sapient Species: Human, Ugnaughts
Starport: Standard
Population: 6 billion
Planet Function: Tibanna gas mining, gambling resort
Government: Guild
Tech Level: Space
Major Exports: Tibanna gas, tourism, cloud cars
Major Imports: Foodstuffs, mid tech, high tech

Corellia

Corellia has given rise to a people famous for their sentimentality and notorious for their recklessness. "Corellia for Corellians" is their philosophy, and the system has a history of attempted secession.

The enigmatic Celestials are believed to have assembled the Corellian system from preexisting planets, using a combination of buried repulsors and the hyperspace engine Centerpoint Station. Around the star Corell, their arrangement took shape – first Corellia, then Drall, then the double worlds of Talus and Tralus (orbiting each other with Centerpoint Station suspended between them), and finally Selonia. Drall and Selonia appear to have had native species of their own, while Corellia's Humans may have been transplanted by the Celestials.

By 30,000 BBY, the Corellian system had become part of the Rakatan Infinite Empire. The Corellians later built hyperspace cannons to link their system to Coruscant and Duro, and by 25,000 BBY they had perfected the modern hyperdrive.



Corellia kept its surface largely rural by moving starship construction facilities into space. The capital city of Coronet became an eclectic bazaar for off-duty spacers and bargain hunters, while other cities traded on the natural beauty of Corellia's beaches, mountain peaks, and crystal swamps.

In 312 BBY, King Berethron e Solo abolished Corellia's monarchy. In time, control of Corellia fell to a Diktat, whose duties included maximizing Corellia's footprint in shipbuilding and interstellar trade. During the Emperor's reign Corellia answered to an Imperial Moff, but local power remained concentrated in the Diktat. After the Battle of Endor, the rival Grand Admirals Pitta and Grunger each claimed the Corellian system and annihilated each other in their war.

Corellia eventually became a nominal member of the New Republic, though its (Coruscant-appointed) governor-general held little real power. By 16 ABY, anti-New Republic sentiment swelled sufficiently to trigger the Corellian Insurrection, an act of secession orchestrated by Thrackan Sal-Solo and the Triad government of Sacorria. Sal-Solo used Centerpoint Station as his pocket superweapon, destroying distant stars with its repulsor blasts.

The crisis ended with Sal-Solo in custody, but the shrewd leader climbed back to power by the time of the Yuuzhan Vong invasion. Discredited for collaborating with the invader-friendly Peace Brigade, Sal-Solo reinvented himself a third time. In 40 ABY he acted as Corellia's Head of State during the second Corellian Insurrection, pushing the system into a civil war with the Galactic Alliance.

■ CORELLIA

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, Oceans, Plains, Hills
Length of Day: 25 standard hours
Length of Year: 329 local days
Sapient Species: Human, Selonian, Drall, others
Starport: 1 Imperial Class, 3 Stellar Class, 4 Standard Class
Population: 3 billion
Planet Function: Trade & Administrative/Government
Government: Governor-General
Tech Level: Space
Major Exports: Foodstuffs, Medicinal Goods & Starships
Major Imports: High Technology

Coruscant

Although Coruscant is not the literal center of the galaxy, in terms of its political, economic, and cultural influence (not to mention its galactic coordinates of 0-0-0), it might as well be.

In prehistory, Coruscant served as a battleground between the Taungs and the human tribes of the Battalions of Zhell. The withdrawal of the Taungs to Roon left humans in sole possession of the world, and urbanization soon followed. The megalopolis that would one day become Galactic City is said to have already stood layer upon layer as early as 90,000 BBY.

The Rakata of the Infinite Empire assumed ownership of Coruscant circa 30,000 BBY, providing technical clues that allowed the Coruscantis to build sleeper ships and colonize habitable worlds over the course of decades. Eventually the Infinite Empire crumbled. Due to Coruscant's position at the head of several hyperspace routes, it became the capital of the emerging Galactic Republic.

Urbanization continued at a furious pace. Soon, no point on the surface remained free from construction, save for the peaks of the Manarai Mountains. High above, weather satellites and orbital mirrors simulated a springtime climate; deep below, the dark undercity became a haven for cannibalistic mutants. Unique districts emerged, from the shops of Glitannai Esplanade to the smoky factories of The Works. The Legislative District housed senators from across the galaxy, with its nexus the mushroom dome of the Galactic Senate Chamber.

Coruscant's high profile made it a target. Over the millennia, Coruscant became a focal point for the Tionese Wars, the Alsakan Conflicts, the Duinuogwuin Contention, the Great Droid Revolution, and the Great Sith War. The Jedi Order relocated to Coruscant following Ossus's devastation in 3,996 BBY, while the Treaty of Coruscant in 3653 BBY forged a peace between the Republic and a revived Sith Empire.

By the time of the Clone Wars, Coruscant had become a symbol of excess and decay, and Dooku's assault on the planet led to an all-out clash between the Separatist and Republic navies. Coruscant became the Imperial throneworld after the inauguration of Emperor Palpatine, even receiving an official name change to Imperial Center.

The New Republic captured Coruscant after the Battle of Endor, their reign interrupted by a brief seizure of the world by the reborn Palpatine in 10 ABY. When the Yuuzhan Vong took Coruscant in 27 ABY, they blanketed the cityscape in vines and moss in an attempt to terraform the planet into the image of their ancestral homeworld Yuuzhan'tar.

■ CORUSCANT

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban
Length of Day: 24 standard hours
Length of Year: 368 local days
Sapient Species: Humans (N), various aliens
Starport: Imperial class
Population: 650 billion
Planet Function: Government, administrative
Government: Imperial bureaucracy
Tech Level: Space
Major Exports: None
Major Imports: Foodstuffs, medicinal goods

Dagobah

It has been described as a "slimy mudhole," and indeed Dagobah's most notable features — steamy humidity, stinging insects, and boot-sucking sogginess — are qualities that most humans hate. It is fortunate for humans that so few of them have ever been there.

Dagobah sits in the Sluis sector not far from the Rimma Trade Route, but the planet is reachable only via obscure hyperspace traces. In fact, for much of its history Dagobah didn't appear on star charts at all. This curious lack of cartographic permanence caused Dagobah to be scouted on more than one occasion, often ending with unpleasant consequences for the explorers. One Alderaanian expedition saw all its members eaten by local wildlife; another failed mission prior to the Clone Wars found its stranded scouts forced to resort to cannibalism.



Permanent settlements have never taken root on Dagobah, but the planet is rich in living things. Its swampy surface is perpetually pitched in shadow beneath a dense tree canopy. Its eat-or-be-eaten ecosystem ranges between microscopic schools of silverfish and colossal, vacuum-feeding swamp slugs. The planet's more notable life-forms include sharp-clawed dragon-snakes, airborne bogwings, and gnarltrees — spider-like hunters that calcify into immobile root systems as they enter the second phase of their lives.

Dagobah is perhaps best known as the place of exile for Jedi Master Yoda following his failure to kill Emperor Palpatine in 19 BBY. Yoda chose the location after noting it was one of thirty-eight systems apparently dropped from the Jedi Archives. For over two decades the Jedi Master lived in a simple mud hut, shielded from the Emperor's attention by a dark side cave — the residual energy left by a Dark Jedi from nearby Bpfassh — that counterbalanced Yoda's light-side signature. Yoda trained Luke Skywalker in 3 ABY, but the Jedi Master died less than a year later at the age of nine hundred.

An effort to use Dagobah's isolated yet strategic location to shelter a military intelligence outpost after the Battle of Endor met a swift end, and no attempts at settlement have been made since. Instead, Dagobah has become a place of pilgrimage for students of the new Jedi Order, who use the dark side cave to trigger Force-inspired vision quests.

DAGOBAH

Type: Terrestrial

Temperature: Hot

Atmosphere: Type I (Breathable)

Hydrosphere: Moist

Gravity: Standard

Terrain: Swamp, Bogs, Jungles

Length of Day: 23 standard hours

Length of Year: 341 local days

Sapient Species: none

Starport: none

Population: none

Planet Function: Unexplored

Government: none

Tech Level: none

Major Exports: none

Major Imports: none

Endor (Forrest Moon)

The Forest Moon of Endor is a small green sphere, the second of nine moons orbiting a silver-banded gas giant known to its native Ewoks as Tana. (Reports that the gas giant vanished in a cataclysm are false, and have become known as the "Endor Moon Hoax.") The Forest Moon has lighter-than-standard gravity and an ecosystem bursting with life, including three native sentient species. The Forest Moon is also home to castaways: Local space is plagued by hyperspace anomalies that have wrecked starships from nearby Sanyassa and Zorbia, as well as transports belonging to starhoppers hailing from far-off ports.

The Ewoks, the Forest Moon's most famous residents, are meter-high, ursine omnivores who dwell in giant trees. Their technology is primitive, but the Ewoks are sound engineers and cunning warriors, as a legion of Imperial troops discovered

during the Battle of Endor. In the time of the New Republic, a few Ewoks have sought their fortunes elsewhere in the galaxy, serving as starship gunners and learning (somewhat squeaky) Basic. The peaceable Yuzzum dwell on the plains and the forest floor, and are known for their long legs, highly developed vocal cords, and keen ears. They make superb singers, and some — including the Max Rebo Band's Joh Yowza — have made careers for themselves with bands. The Gorax are often considered legends, but they exist. Fortunately, these vicious, semi-sentient giants are quite rare.

Visited only by castaways, fugitives, and pilgrims before the Battle of Endor, the Forest Moon was home to Alliance forces for a time: after Emperor Palpatine died on the second Death Star overhead. Nagai invaders chased the Rebels off the moon, but they were followed by traders, intelligence agents, miners, souvenir hunters, and even tour groups. Endor was so remote, however, that interest proved fleeting; fifteen years after the Alliance's great victory, only one small trading post connected the Forest Moon with the rest of the galaxy.

ENDOR'S MOON

Type: Terrestrial

Temperature: Temperate

Atmosphere: Type I (Breathable)

Hydrosphere: Moderate

Gravity: 85% Standard

Terrain: Forests, Savannas, Mountains

Length of Day: 18 standard hours

Length of Year: 402 local days

Sapient Species: Ewoks, Yuzzum, Dulok, and others

Starport: Limited Services (Landing port, seasonally staffed)

Population: 10 million

Planet Function: Homeworld, Trade

Government: Tribal (New Republic allied, non-participating member)

Tech Level: Stone

Major Exports: Foodstuffs, Medicinal Goods

Major Imports: none

Geonosis

A hellish world scoured by radiation, Geonosis was first explored when its nearest neighbor, Tatooine, was settled by miners some four millennia before the Battle of Yavin. The Geonosians were fascinated by the outsiders' technology, and

the hives proved adept at solving problems and finding efficiencies in devices' function and production. The Geonosians began making labor droids in their own image, and these droids became known as cheap, simple, and reliable models.

But contacts between the Republic and Arkanis sector proved fleeting. Tatooine was abandoned and the Geonosians' advances copied by corporations closer to the Core. And contact with outsiders caused a deep rift among the hives, a rift that soon exploded into savage warfare.

As Geonosis dissolved into conflict, it was abandoned and all but forgotten until the Republic's final centuries. The hive wars had finally ebbed, and scouts and traders once again made tentative contact with the Geonosians. The hives eventually struck a distribution deal with the Baktoid Armor Workshop, returning their droids to the galactic market.

The Sith Lord Darth Sidious thought the Geonosians' skills were wasted on labor droids. He engineered the rise of the Geonosian rebel Poggle the Lesser, then used the planet's Trade Federation connections to create an army of battle droids for his own schemes — as well as early plans for what would become the Death Star. In 22 BBY Geonosis was the site of a fateful meeting between Count Dooku and the leaders of the nascent Confederacy of Independent Systems. That was soon followed by the opening battle of the Clone Wars, joined when the Jedi Master Yoda led a clone army from Kamino to Geonosis in time to rescue Obi-Wan Kenobi, Anakin Skywalker, Padmé Amidala — and the Jedi Knights who'd been sent to rescue them.

The Republic occupied Geonosis, loath to let its droid foundries fall back into Separatist hands. The Empire kept a tight grip on e system, nationalizing its output and forbidding corporate contacts with the hives. (Geonosian scientists continued to assist with the Death Star project and other Imperial war efforts.) The New Republic allowed the Geonosians to work as subcontractors once again, but maintained a right of refusal on all projects.

■ GEONOSIS

Type: Terrestrial
Temperature: Hot
Hydrosphere: Arid
Atmosphere: Type I (breathable)
Gravity: 90% standard
Terrain: Rocks, desert, mountains
Length of Day: 30 standard hours
Length of Year: 256 standard days
Sapient Species: Geonosian
Spaceport: Limited services
Population: 390 Million
Tech Level: Space
Planet Function: Homeworld / Manufacturing
Government: Hive Council
Major imports: Raw materials (Metals, Minerals)
Major exports: Droids, High-Tech Weapons, Starfighters



Kamino

Given Kamino's role in starting the Clone Wars and aiding the rise of Emperor Palpatine, it's safe to say that no planet with such a low profile has ever wielded such massive influence.

Technically, Kamino isn't part of the galaxy. It circles a star high above the galactic disk, loosely grouped with other fringe stars at the lower periphery of the Ri-shi Maze. Kamino was once largely landlocked, with eels and cetaceans choking its narrow oceans and sleek-skinned mammals inhabiting the marshes of the low-lying continents. From this stock arose the Kaminoans, long-necked humanoids exhibiting effortless grace on land and in water. The Kaminoans developed their planet's coasts, their triumph being the parapet city of Derem.

Circa 19,000 BBY abrupt climatic change melted Kamino's glacial reserves. Within two centuries every landmass sat beneath hundreds of meters of seawater, including Derem and architectural treasures such as the Clock Spires of Harai Nova.

The Kaminoans lived on. Technology allowed them to move into water-shedding stilt cities, and the science of genetics permitted the preservation of many drowned species through controlled cloning. Genetic engineering soon shaped the Kaminoans themselves, as their pursuit of perfection resulted in near uniformity of thought, appearance, and mannerism.

Ambitious parties from the Republic sought out Kamino as early as 4500 BBY. Kaminoan cloning proved far superior to the common Lurrian techniques, and the laboratories of Tipoca City soon filled orders both local (the shovel-handed miners of Subterrel) and distant (the blind berserkers of the Unknown Regions' Leech Legion). The Kaminoans also stocked their own pond, modifying Naboo's soaring aiwhas to withstand Kamino's crashing surf.

In 32 BBY Jedi Master Sifo-Dyas hired the Kaminoans to build a clone army for the Republic, though Darth Sidious guided the project to completion. Sidious even arranged the planet's deletion from stellar databases to ensure the project's secrecy. The vat-grown army lent its name to the Clone Wars from 22 to 19 BBY, during which time Kamino came under attack from both the Separatists and the Mandalorians.

The end of the war saw Kamino transformed into a fortified Imperial possession, dedicated to expanding the stormtrooper corps. In 12 BBY a clone uprising — orchestrated by disgruntled Kaminoan clonemasters — met a swift end at the hands of the 501st Legion.

The collapse of the Empire in 4 ABY triggered an economic collapse on Kamino, as more than two decades of clone production came to an end. The world continues to survive on smaller contracts, often for warlords and gangsters.

KAMINO

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (Breathable)
Hydrosphere: 100% Saturated
Gravity: Standard
Terrain: Aquatic (saturated hydrosphere)
Length of Day: 27 Standard Hours
Length of Year: 463 Local Days
Sapient Species: Kaminoan, Aiwha, Human & Sullustan
Starport: Imperial Class
Population: 1 Billion
Planet Function: Homeworld
Government: Ruling Council
Tech Level: Space
Major Exports: Clones, Covert technology, Military weapons and hardware and fish
Major Imports: Droids and Foodstuffs

Naboo

Naboo, in the heart of the Mid Rim's Chommell sector, was the site of a pivotal battle to shape galactic rule, as well as the homeworld of such diverse personages as Emperor Palpatine and Jar Jar Binks.

The planet is a world of peculiar geology. It lacks a molten core, instead possessing a honeycombed interior surging with luminous locap plasma. Wide, shallow seas (the domain of sand aqua monsters and other giants) and soggy swamps separate flat plains of nola grass and scattered points of elevation, including the Gallo Mountains.

The amphibious Gungans evolved on Naboo, creating a tribal, militaristic society to defend against bursa, a species of semi-sentient quadrupeds. The Gungans are also believed to have clashed with Naboo's first colonists — mysterious visitors who vacated the world more than five millennia ago and left only stone statues to mark their passing.

Humans arrived next, aboard a trio of colony ships from Grizzmallt. After some initial hostility, the humans and Gungans entered an uneasy truce, with the Gungans retreating to their underwater bubble cities and the newcomers (thereafter known as the Naboo) colonizing the green continental hearts. Though

separated by geography, the two societies had their own internal wars — a clash between Gungan bosses in 3000 BBY led to the establishment of the ruling city of Otoh Gunga, while Naboo's "Time of Suffering" circa 1000-800 BBY ended with the inauguration of the planetary capital, Theed.

The planet governed its own affairs with an elected monarch, and spoke for the Chommell sector with a representative to the Galactic Senate. In 32 BBY Queen Padmé Amidala (who succeeded King Veruna) and Senator Palpatine held the respective positions. Palpatine, in his guise as the Sith Lord Darth Sidious, arranged for a Trade Federation blockade and invasion of Naboo. The Jedi quelled the threat, but the incident vaulted Palpatine to the office of Supreme Chancellor, allowing him to orchestrate the Clone Wars and the rise of the Empire.

Amidala became Naboo's Senator in 24 BBY, with the throne filled by Queen Jamillia, then Queen Apailana. Suspected of harboring Jedi fugitives after the Clone Wars, Apailana became a martyr for the local resistance when the 501st Stormtrooper Legion assassinated her. Naboo also housed Emperor Palpatine's private retreat, and Amidala's former chief of security, Panaka, became Moff of the Chommell sector. But underground resistance to the Empire remained lively, and the planet erupted in celebration following the news of Palpatine's death.

NABOO

Type: Terrestrial
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forest, plain, swamp
Length of day: 26 standard hours
Length of year: 312 local days
Sapient Species: Humans, Gungans
Starport: Stellar
Population: 1.2 billion humans, Unknown number of Gungans
Planet Function: Cultural Center, Homeworld
Government: Democracy/Monarchy(humans), tribal (Gungans)
Tech Level: Space
Major Exports: Art
Major Imports: High technology



Tatooine

Avast yellow globe baking in the heat of its twin suns, Tatooine was mistaken for a star by early explorers of the Outer Rim — and in the scorching heat of high noon, locals joke that those explorers weren't so wrong. Life on Tatooine is a study in perseverance, but despite the inhospitable conditions, there is life here. Jawas, hooded rodent-like scavengers, scour Tatooine's wastes for scrap they can salvage. Primitive desert warriors called Tusken Raiders wander the desert, abiding by ancient tribal traditions. Herds of eopies root for buried lichen, rock warts hunt for prey, and an unlucky traveler may hear the booming cries of the semi-legendary krayt dragon. And there are more recent arrivals: humans, Hutts, and all manner of spacefaring species.

Despite what bored young moisture farmers might tell you, Tatooine is fairly well known in the galaxy. The system sits at a juncture of hyperspace routes: The Triellus Trade Route connects Hutt Space with a sizable chunk of the Outer Rim, while a loop of the Corellian Run sees traffic running to and from the Core Worlds. Space battles were common over Tatooine long before the planet's settlement, and today Tatooine's spaceports continue to thrive.

Settlers have tried to make Tatooine their home numerous times, with the first recorded settlements dating to 4200 BBY. That attempt and many others failed; current civilization on Tatooine dates back to 700 BBY, when the B'omarr monks made a home in the planet's desolation. Around 100 BBY miners arrived. Their efforts failed; most of the few who remained became moisture farmers. Around 65 BBY the Hutts — who'd long been a presence on the planet — took over Tatooine, seeing it as a useful point for transferring smuggled goods between the Corellian Run and the Triellus. The Hutts ruled the planet (in fact if not in name on those rare occasions when the Empire decided to assert itself) until the death of Jabba the Hutt shortly before the Battle of Endor. Various crime lords squabbled over Tatooine for a generation after Jabba's demise, but their ambitions were scuttled when the Hutts returned after the Yuuzhan Vong devastated parts of Hutt Space.

TATOOINE

Type: Terrestrial
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Dry
Gravity: Standard
Terrain: Desert
Length of Day: 23 standard hours
Length of Year: 304 local days
Sapient Species: Humans, Jawas, Tusken Raiders
Starport: Standard class
Population: 80,000 (Estimated)
Planet Function: Smuggling, trade, subsistence
Government: Imperial Governor
Tech Level: Space
Major Exports: Various smuggled cargoes (munitions, security devices, spice), minerals (salt, sand products)
Major Imports: Mid-technology, high-technology: metals, foodstuffs, chemicals

Yavin 4

Yavin 4 is a jungle moon in an unremarkable system far from busy space lanes. Yet if the Force has a will, Yavin 4 must be one of its favorite fulcrums. Several events on or near Yavin 4 have shaken the galaxy: a climactic battle between the Jedi and the Sith; the Rebel raid that destroyed the first Death Star; the birthplace of a new Jedi Order to support the reborn Republic; and the founding of a heresy that would one day help derail the Yuuzhan Vong invasion.

If not for its history, Yavin 4 would be of interest chiefly for its abundance of life. The moon is covered with Massassi trees, which feature huge crowns and upsweeping branches. These great trees support climbing ferns and nebula orchids, and their bark and leaves create thick mulch that nourishes blueleaf shrubs. Woolamanders, whisper birds, suntan's, anglers, piranha-beetles, and runyips live here, along with strange creatures descended from ancient Sith experiments.

Yavin 4 was first settled by the Sith Lord Naga Sadow and his minions, among them the Sith warriors known as the Massassi. At the end of the Sith War, the Jedi chased the renegade Exar Kun to Yavin 4 and burned off much of its jungle cover in an orbital bombardment, later reversing some of the damage by establishing a subterranean terraforming station. The Jedi also expunged all record of the moon — then beyond the galactic frontier — in an effort to end its evil legacy. Hyperspace scouts from the Hydian Way rediscovered the system, which was the site of a brief rush on Corusca stones found in the depths of the gas giant Yavin. During the Galactic Civil War, Rebels abandoning Dantooine established a new base in the abandoned Great Temple of the Massassi. They were tracked there by the Death Star, but Luke Skywalker destroyed the battle station with a well-placed shot from his X-wing starfighter.

Yavin 4 was soon abandoned. It remained little-visited for more than a decade, until Skywalker returned to establish a Jedi academy on the jungle moon. The academy endured for more than ten years. Then the Yuuzhan Vong established it as a colony for their Shaper caste. While trapped on Yavin 4, the Jedi Anakin Solo helped redeem a Yuuzhan Vong Shamed One, inadvertently giving rise to a *Jeedai* cult that would one day undermine the invaders' beliefs.

YAVIN 4

Type: Terrestrial Satellite (Moon)
Temperature: Hot
Atmosphere: Type I (breathable)
Hydrosphere: Moist
Gravity: Standard
Terrain: Jungle, mountain, swamp
Length of Day: 24 standard hours
Length of Year: 13.2 standard years
Starport: Landing Field
Planet Function: Abandoned hidden base (formerly Headquarters of the Rebels year 0 BBY)
Government: None
Sapient Species: Massassi (extinct millenia ago)
Population: no permanent population
Tech Level: none
Major Exports: none
Major Imports: none