

GURPS®

A long time ago in a galaxy far,
far away....

STAR WARS



UNOFFICIAL & UNSANCTIONED
GURPS SPACE WORLDBOOK

Gurps Space: Star Wars

The unauthorized worldbook

Introduction

A long, long, time ago, in a galaxy far, far, away...

Grand Admiral Thrawn has been dead for 5 years. The forces of the New Republic, in truce with the Empire, a shadow of its past might, have started rebuilding from yet another menace that brought them on the brink of another clone war and complete annihilation. Yet, unbeknownst to New Republic forces, the Empire plots and prepares another offensive. Brought together by a student of Grand Admiral Thrawn and by the leadership of an Imperial Bastard, the Empire is not yet destroyed and plans revenge against the « Rebellion ».

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About GURPS:

Gurps is a registered trademark of Steve Jackson Games Inc. All reference to their works used in this book are used without their permission (but I do hope I get their blessings....) given or implied. If you've made it this far, you know about GURPS and Steve Jackson Games Inc. You are familiar with their works and the wonderful RPG system they have created. You know what it's about and you like it.... As I do! What you long for are a Space Opera setting based on Star Wars. Well, here it is...

About the author:

Francis Martel is 30 years old and live in Montreal, Canada, along with his wife Stephanie and their son Marc-Antoine...And a shape shifting red dragon that currently poses as the household cat, Willy.

Francis has been gaming since he was about 15, which means he's been deranged for 15 years already! His interests, as far as gaming goes, are mostly centered on role-playing games (GURPS, Battletech, AD&D, Travelers) and strategic gaming (Advanced Squad Leader, Starfleet Battles, Wooden Ships & Iron Men...). Computers also take a lot of his free time (His wife constantly wages war against his 3 computers...)

Francis currently work for ConnecTalk Inc, an IT consulting firm based in Montreal, with offices in the USA (NJ). His role is to develop IT solutions for the customers. In short, he establishes the layout of the solution (servers, routers, data links, firewalls, OS, etc.) and source out all the material, manpower and software required to implement the solution.

Background to this worldbook:

Welcome to the worlds of Star Wars within GURPS. We have decided to concentrate our efforts on the period a few after episode VI, Return of the Jedi. This takes place a few years after the reign of Grand Admiral Thrawn, as depicted in the novel trilogy written by Timothy Zahn.

The Star Wars Worldbook Setting

Today, an uneasy truce exists between the New Republic and the Empire. They have split the galaxy in two, each watching closely every move made by their neighbors. The Republic controls some 70% of the worlds, the Empire about 20% with the other 10% neutral or stuck in the neutral zone dividing the two realms. Mon Mothma is still head of the New Republic, with Leia Organa-Solo as Chief-Executive-Officer. Jedi master Luke Skywalker stands as head of the newly formed Order of Jedi. Other known figures have either retired or stepped out of active politics and are content to finish their lives in anonymity.

Some trade exists between Republic and Empire, but is mostly smuggling or privateer merchants as the New Republic officially enforces a blockade of Imperial frontier. Travel between the two realms is mostly done through neutral states stuck between the two powerful giants. Thus, communication between the two realms is scarce and limited. Because of that, news travel slowly to Coruscant, seat of the New Republic.

Some 5 years ago, not so long after the end of Grand Admiral Thrawn's reign, a lost and forgotten Imperial Task Force returned home. 12 Imperial Star destroyers escorting a single super Star destroyer arrived at the Imperial system of Melneya. The leader of this task force met with Fleet Admiral Pellaon, leader of the Imperial forces. That new leader identified herself as Warlord Natalia Noog, one of Thrawn's most promising student and at some point, Thrawn's personal strategic assistant.

Noog quickly took over the Empire from Pellaon. She instituted herself as Grand Admiral and started planning. One of her first move was to gain access to Thrawn's personal files. There, she discovered a piece of information that changed everything: Palpatine had had a son, which in turn had given birth to a son. Darth Vader quickly and quietly executed Palpatine son, a bastard conceived by the Emperor in his youth, before his rise to power. But none of them really knew of the grandson, not until much later when the Emperor was much too occupied with the rebellion. Albeit a bastard, this child, now a young man was blood of the Emperor nevertheless!

Pellaon and Noog went to Nethan-Tor, a small system of no importance on the galactic scale. There, in one of the Emperor's numerous « summer » places, they made a heart-stopping discovery: Palomin, the bastard grandson, was there, in hiding. The bastard prince had furthermore benefited from the schooling and protection of a Dark Jedi Master! As they arrived, the visitor found the Jedi sick and dying. With his last breath, he confided in Palomin, Pellaon and Noog a terrible secret: There was a third and final Death Star in construction!

Young Palomin proved a worthy adversary to Noog when leadership came in dispute. It was quickly resolved though, with a little Jedi mind trick and the location of the latest Death Star project as gift, which would lead. The day after, the new Imperial Heir Apparent was presented to the Fleets. Plans were drawn for the Empire. The completion of the third Death Star was started and the Dark Trooper project re-initiated from old holocrystals in possession of Noog.

With these two threats ahead, a dark storm would soon engulf the New Republic

History of the Star Wars Universe

This history may deviate from Lucas' original ideas. It is my understanding of some events, with a lot of interpretation and improvisation. It starts looking right at the time of the Rebellion. Before that (Clone wars and pre-Empire events) it is mostly my own ideas. This will be revised one more information is available on movie episodes I, II and III...

The Old Republic:

Before the Empire and the Rebellion there was the Republic. Born some 1000 years ago, the Old Republic endured a reign of peace and prosperity under the benevolent auspices of the Jedi Order. All worlds lived in comparative peace, all races together. Amidst the regular and normal political infighting of the Old Republic's Senate, a young Senator slowly grew to power. At some point, pressures grew in the Senate and civil war broke out, factions taking parts of the Republic's fleet for themselves and claiming they were the rightful government.

The Clone Wars & the rise of the Empire:

As civil war broke out in the galaxy, some technologically oriented leaders discovered cloning. Quickly, they were able to produce troops to man their ships and bases and the conflict escalated. Among those who opposed this threat was Senator Palpatine. With a handful of close advisors, between which Anakin Skywalker and Obi-Wan Kenobi, Palpatine took control of a large segment of the military and started his own front against the clone masters. The help of the Jedi allowed Palpatine to push back the enemy and gather more and more power. With this power, megalomania overtook the young Senator and drove him to atrocities.

On the military side, Palpatine's forces grew strong enough to stop the clone masters and bring a semblance of peace back to the galaxy. In the Senate, praise was given to the Senator and a strong fellowship developed for him, fuelling his madness of control over the galaxy. Quickly, Palpatine maneuvered friends and foes until he had sufficient powers to take control of the Senate and claim the title of Emperor.

Emperor Palpatine's first step was to gather as much power to him as possible. Following in his master's footsteps, Anakin Skywalker fell to the Dark Side of the Force and became a Dark Jedi.

Together, Palpatine and Vader hunted the Jedi, destroying enough of them so that the Order was no longer a thorn in their plans of conquest. A handful of Jedi, among which Obi-Wan and Yoda, disappeared from view and went in hiding. Once the Jedi threat was gone, Emperor Palpatine had no real opposition since the Senate was more show than force, having conceded too much power to the new Emperor of the galaxy. Slowly, opposition began in the Senate against Palpatine's laws and ruler ship.

Under Imperial rule:

The Empire instituted a reign of fear and terror. Its military forces still somewhat frail from the clone wars, Palpatine decided on forced conscription and levies against worlds for raw materials with which to build more ships and troops. Freedom of speech was rapidly destroyed and the Imperial Intelligence Forces instituted censorship. The new breed of Imperial soldiers, the Storm Troopers, quickly occupied worlds that refused to submit to the Empire's rule. The Empire was highly xenophobic and as such had no qualms about enslaving whole races of non-humans. Imperial cruisers on slave gathering hunts frequently visited Kashyyk, the home world of the arboreal wookies. As the Empire grew in power, so did the oppression against the people. Jedi were no longer there to protect the weak and the innocents. The all-powerful Empire's rule extended to the far reaches of the galaxy, seemingly unstoppable.

The rebellion & the fall of the Empire:

Since Emperor Palpatine's rise to power, a small group of Senators, led by Mon-Mothma, Garm Bel Ibliss and Janos Organa, cried their outrage at what Palpatine was doing. Unable to secure support in the weak senate, the three gathered together to discuss their options. They quickly realized that they were but three out of millions who thought the same way: The Empire had to go. Forever. They organized groups that shared their ideals and soon the Rebellion grew in numbers and strength, but still lacked support in higher circles and even among the populace, due to fear of the Empire. When the Emperor disbanded the Senate and moved to destroy Alderaan, public opinion shifted in favor of the Rebellion. Support from there on was easy to gather and the Rebellion grew daily in strength and resources.

The work of the Rebellion culminated with the destruction of the first Death Star at Yavin. This terrible blow costed much to the young Empire and brought even more fame and support to the Rebellion. The accomplishments of the battle of Endor, with the destruction of the second Death Star, the death of Vader and of the Empire, sealed the fate of the galaxy. On many worlds, the peoples revolted against imperial rule, throwing their Grand Moff out of power and disarming the Imperial Garrison. Many worlds « surrendered » to the Rebellion and shortly thereafter, the New Republic was born, with the Imperial fleet fleeing far and wide before the Calamari cruisers of the New Republic.

The New Republic:

High on their success, the New Republic quickly conquered Coruscant and established their new capitol there. From this world, they set forth on restoring peace across the galaxy, mopping up the Imperial Forces and putting down small wars here and there. This taxed their resources even more and the new government realized that putting together a new government was no easy task. The job took form slowly over a few years. Suddenly, the Imperials started fighting back, with renewed strength and tactical cunning. Grand Admiral Thrawn reign had begun.

For a short while, the balance of power was thrown asunder by this new Imperial leader. The New Republic was almost beaten when the tide of wars turned once again in their favor and the Imperial threat was once again destroyed. Now, after 5 years, peace is restored with an uneasy truce between the two realms...

Society & Economics

Life in the New Republic and the Empire are both different and similar at the same time. Both realms are at an average TL12, which means that quality of life is good for most peoples. The main differences between the two governments are in the way they handle their laws and regulations. The New Republic is more or less a representative democracy, while the Empire is a dictatorship. While travel between the two super power is possible, it is strongly discouraged by immigration regulations and constant harassment of the privateer that do business on both sides of the frontier. Going from one realm to the other usually involves lots of red tape and draconian inspections. Bribes are usually one's best hope of quick access.

The New Republic:

Born from the ashes of the military coup against the Empire, the New Republic has been in place for almost 10 years. During that period, it as consolidated its power base and strove to bring as many worlds as possible under its wings.

Political Structure:

The new republic is made up of 4 distinct divisions: The Senate, The Office of the Chief-Of-State, the Civil Bureaucracy and the Armed Forces. Each group covers a specific portion of the New Republic day-to-day life.

The Senate:

Restored shortly after Emperor Palpatine's death, the Galactic Senate functions much, as today's US House of Representatives and US senate. Each world is allowed a certain number of senators based on population, influence and status within the New Republic. In turn, each senator is allowed a number of councilors and office spaces on Coruscant. The Senate is responsible for creating laws and regulations, for resolving conflicts between worlds and to support the Chief-Of-State in its functions.

The Office of the Chief-Of-State:

This position within the New Republic is similar to today's US Presidency. Elected from within the Republican Senate, the Chief-Of-State leads the New Republic and makes most of the foreign policy decisions. The Armed Forces are answerable directly to the Chief-Of-State.

The Civil Bureaucracy:

Following the demise of the Empire, local governors were replaced by administrators. These men and women (and aliens) lead local worlds on behalf of the New Republic. They are responsible for the application of laws and regulations.

The Armed Forces:

Divided in 3 subdivisions, the Republican Armed Forces controls law and order across New Republic member star systems. Heavily gutted by the rebellion, skirmishes with the Empire and finally by the reign of Grand Admiral Thrawn, the Armed Forces are still weak but quickly recuperating. It is the New Republic's goal and wish that the Armed Forces will never be too strong. The New Republic is a state of peace and communications and strongly supports diplomatic solutions over military ones. Basically, the largest areas of military build-up by the Republican Forces are around the neutral zone with the Empire.

Armed Forces: The Navy:

The Navy is the main fighting unit for the New Republic. It controls all spacecraft and most of the governmental civil service spaceships. From the largest Mon Calamari Cruisers to the smallest Diplomatic Envoy Shuttle, all space transportation goes through Navy channels. The Navy itself is sub-divided in branches: *Starfleet Command* controls all naval fighting crafts from cruisers to fighters. *Planetary Command* controls all orbital operations from patrol boats to space stations, including some fighters. *Transport Command* is responsible for transport ships to small shuttles. The *Scout Service's* role is to explore New World and to keep track of developing ones before first contact.

Armed Forces: NRIS (New Republic Intelligence Service):

Also known as the Black Ops Division, the Intelligence service handles all manner of special operations and espionage. From spies behind enemy lines to covert assassination missions, it does it all. It is comparable to a mix of today's NSA, CIA and Navy SEAL.

Armed Forces: Marines

The ground forces of the New Republic Armed Forces, the Marines handle all ground combat operations from vehicles to guard duties around landed spaceships. They have three times the number of personnel, as does the Navy and occupy more bases within the New Republic's frontiers. The elite troops of the Marines are called Rangers and are comparable to the Empire's elite Storm Troopers.

The New Empire:

A shadow of its former might, the remnants of the Empire are striving to attain some form of political and military might against the growing New Republic. Among the worlds and leaders of the Empire, the New Republic is still referred to as "the Rebellion". In the worlds of the Empire, control rating is high, liberties are scarce and taxes are high. The Empire is not a friendly state. The government takes all it wants from its star systems, regularly raiding supply worlds in order to augment its might. Forced conscription and slavery of non-humans is still commonplace, with a large portion of the military formed of forced labor.

The Empire political structure is quite different from the New Republic's. It is divided in 4 branches: The Imperial Navy, the Imperial Army, the Imperial Bureaucracy and the Imperial Household.

The Imperial Navy:

Controlling space and travel within the Imperial borders, the Imperial navy is quite similar to the New Republic's. The Navy is itself subdivided in a few divisions. *Fleet Directorate* handles the management of the once mighty star fleet of star destroyers and tie fighters. The *Intelligence Ubiqtorate* handles covert operations and intelligence analysis. It is also responsible for the Imperial R&D program, namely the 3rd Death Star and the Dark Trooper project. The *Transport & Supply Directorate* is responsible for transportation of supplies, troops and parts across the Imperial Armed Forces. The *Sector Directorate* handles all traffic in and around local worlds and orbits. It acts as a police force across Imperial territories. Directly under the control of the Fleet Directorate are the dreaded Imperial Storm Troopers.

The Imperial Army:

Armed with the mighty AT-AT assault walkers, the Imperial army controls all manner of ground troops deployment and actions. Most Imperial Army commanders are answerable only to top Fleet Directorate officials, since they are always part of the regular complement of any large Imperial destroyer, from Carrack-class up to and including the mighty Super Star Destroyers. Imperial Army troopers are mostly conscript and are usually less well equipped than their naval counterparts.

The Imperial Bureaucracy:

This large, and mostly inefficient division handles all planetary laws and regulations. Under the command of Imperial Navy officers called Moff's and Grand Moff's, the Imperial Bureaucracy is always the worst nightmare of citizen and commercial entrepreneurs. The Moff, local governors, have absolute powers over the worlds they control, as long as it brings more power to the Empire. That control is often enforced by Army troops stationed on the specific worlds.

The Imperial Household:

Palpatine's grandson, Palomin, rules the true heart of the Empire, the Imperial Household. This is where orders issue forth for the Navy, Army and Bureaucracy of the Empire. Attached to the Household is the top 5% of Storm Troopers, acting as the Imperial Guards. Among the peoples found in the Household are a large number of attaches, sycophant and courtiers of all kinds.

The Neutral States:

Scattered across the galaxy, stuck between the two super powers, exist a number of small independent states. These try to live their lives by keeping off galactic politics, but sometime still get dragged into the everlasting conflict between New Republic and Empire.

Bakuran Protectorate:

A fairly large group of star systems within New Republic territory, the Bakuran Protectorate share some loose alliance with the New Republic. Shortly after the destruction of the 2nd Death Star, the Bakuran home world was attacked by an unknown alien species from beyond known systems. The Bakuran called for the New Republic's help in their fight for survival. With the help of Jedi Master Skywalker, the alien threat was neutralized and a bond of peace established. The Bakuran have selected to remain autonomous and free of the New Republic/Empire conflict. The current technological level of the Bakuran Protectorate is TL13/14.

Djemsok Federation:

Also situated within New Republic territory and far from Imperial influences, the Djemsok Federation is a quiet and peaceful place. They keep away from galactic politics and live their normal lives. Times are tough for the Djemsok. Their worlds lack many important resources and many speculate that they will eventually petition for admittance in the New Republic. The Djemsok are galactic technological average of TL12.

Sventorii Autonomous Region :

The Sventor are the worst situated of all neutral states. Stuck squarely in the middle of the New Republic / Empire border, they are constantly implicated in political turmoil as each side accuses them of cooperating with the enemy. The Sventor are having difficulties keeping their freedom as they are often harassed by Imperial Troops raiding their natural resources. Lacking the capacity to defend themselves against the mighty Empire, they must let them pillage their worlds. The New Republic, lacking the resources to protect the Sventor against the enemy, can only watch. The non-intervention of the New Republic is quickly creating a strain in the Sventor / Republic relations and may eventually drive the Sventor to let the Empire conquer them. The Sventorii Autonomous Region is an average TL10 realm, due to constant Imperial piracy of their commercial structure.

Shindaarni Alliance:

Also sharing their border with both Empire and New Republic, the Shindaarni are in a better position than the Sventor as they have high technology and can easily defend their frontiers. The Shindaarni are a very old race, older than the humans populating 80% of the galaxy are. The Shindaarni are TL15+ and are master of time and space. Both the super powers leave them alone, fearing intervention in the continuing conflict. The Shindaarni are protectionists and have very strict control of their borders, rarely granting access to their space to anyone.

Technology

Basically, the world of Star Wars is TL12. That is considered the galactic average. Some worlds have evolved more slowly and are still in pre-space technologies (TL7-). Other, more reclusive worlds are above galactic average and can even reach up to TL15. Unless specified otherwise, technologies described in this book are galactic average, TL12.

Space travel is handled through the use of Hyperspace. Hyperspace is a parallel dimension to ours. In this dimension, channels exist in which the speed of light is not the ultimate limit. With the help of the Hyperdrive motivator, spaceships "jump" through the barrier between worlds and enter those lanes. Traveling through Hyperspace is tricky, and is subject to two major laws. The first law is that ships must travel through the Hyperspace lanes. With the help of navigational computers, the pilot can calculate the nearest lane that will propel him in his desired direction of travel. Lanes are always constant in length, traveling no more than 12 parsecs. Depending on the type of Hyperspace drive used, the spaceship will travel up to 12 parsec in a minimum of 24 hours. The second law of Hyperspace travel is gravity. For some unknown reason, gravity plays a major role in the direction of travel and the capacity of a ship to enter Hyperspace. Thus, navigational computer must take account the gravitational field of stellar bodies before "jumping" the spaceship into Hyperspace. Special spaceships, called Interdictor, have been designed with large gravity generator. Those ships disrupt the lanes and can bring a traveling spaceship prematurely out of Hyperspace, or block one from jumping into hyperspace.

Another very important bit of technology available in the Star Wars galaxy is the Repulsorlift. This is treated as GURPS Contragrav. It allows vehicles, ships, tools, and robots to cancel the effect of gravity and effectively float away from the ground. Without proper propulsion, the unit is left to drift on air current. With the use of vectored thrust, the unit can move about and even reach orbit.

Robotic Technology

All droids in this book have been designed using GURPS: Robots. Unless specified otherwise, all droids are assumed to be TL12. All droids are considered sentient per GURPS rules. All droids are always designed as obviously artificial, with androids non-existing. There are ethical “rules” against making a droid in the semblance of Man.

Astromech Droids:

These small droids are used primarily in New Republic fighters, to assist pilots, and as back-up crews on other military and civilian ships. Their prime role is to assist in computing navigation courses and to provide mechanical assistance to the engineering crews.

Imperial Probe Droids:

An important aspect of the Imperial arsenal, the probe droids are big, multi-legged droids that are sent in order to spy and gather data. Probe droids are sent on recon alone, or as part of an invasion force. They carry large weapons for autodefense and are rigged with a self destruct package to prevent enemies to get their data.

Protocol Droids:

These humanoid droids are used across the galaxy by all cultures in political circles and ambassadorial duties. Most are fluent in numerous forms of communications. They act as attaché, secretary and courier for high-ranking officials and rich corporate directors.

Guard Droids:

Heavily armed and hardened droids, the GR-8z are often found as guards in Imperial and Republic detention centers. Some large and rich corporations also use them to guard R&D centers and vaults.

Medical Droids:

The Corellian Engineering OB droids are heavily used on New Republic medical frigates to supplement medical personal. The OB is usually used in support position, but are able to function as full medics in case of emergency, or when a full medic is not available. OB droids are not programmed to do full operations.

Tech Droids:

Industrial Automaton is also popular for their TD-2 Tech droid design. Used across the galaxy, the TD's are mechanics and engineers, able to do most construction and repair works on structures, crafts, vehicles and other droids. TD-2s are also used in shipyards to aide in the construction of ships.

Messenger Droids

These small mouse-like droids are mostly used in the Empire to ferry orders and reports on bases and space stations.

Battledroids:

The dreaded combat droids of the Trade Federation, these are also used by many other political faction as a cheap mean to replace biological troopers in combat.

Destdroids:

The fearsome interceptor droids of the Trade Federation, the destdroids uses shields to protect themselves and are equipped with rapid-fire blaster rifles.

Space Travel & Spaceships

All vehicles in this book have been designed with GURPS: Vehicles, 2nd edition, 2nd printing. Some of the rules have been twisted a little in order to reflect the technologies as seen in the Star Wars movies. Also, additional technologies have been created (Like the S-foil actuator) to complement GURPS: Vehicles and this Worldbook.

As explained before, spaceship uses Hyperspace lanes to travel at faster than light speeds. The rules to design FTL ships in Star Wars are simple. Based on the GURPS Vehicles Hyperdrive (p.39) decide on the Hyperdrive rating according to GURPS rules. The distance traveled will always be 12parsecs per day. Energy required for the initial “jump” into Hyperspace

is reduced from 360,000kws per tons to 30,000kws per tons. This will allow that smaller ship enter Hyperspace without having to carry energy banks worth billions of credits.

Accessories for Spacecraft:

The following accessories have been designed based on GURPS Vehicles 2nd edition.

S-Foil Actuator:

This wing modification allows a spaceship designed to enter atmosphere to modify its wing configuration between 3 modes: Space flight, combat and air flight. This accessory is one of the principal features of the X-Wing fighter. Changing wing configuration also allows for an even distribution of the force screen field around the spacecraft. S-Foils weight is 0.1 x (combined wing area/total structure area) x structural weight in lbs. and cost \$0.25 x (combined wing area/total structure area) x structural cost.

Nav Sensor Array:

A multi-purpose navigation instruments (Galactic INS & GPS, IFF and navigational computer), communications (FTL and tight-beam) and sensor device (Ladar, Radar, AESA, PESA and multi-scanner). It is used mostly on small to medium sized ships where the ratio space/cost/weight is important. It does not offer the capacities of larger systems, but is sufficient for most craft with less than 12 crews.

Weight, volume, cost and power are per miles of range (FTL values are 10x campaign FTL speed).

Weight: 0.0015

Volume: Weight/50 (minimum 0.5cf, maximum 20cf)

Cost: \$1 per mile (minimum \$1200.00)

Power: 0.00005 per mile (minimum 0.01kwh)

Weapons for Spacecraft:

The following weapons have been designed using GURPS Vehicle 2nd edition.

Proton Torpedoes:

An energy, single-shot weapon, the proton torpedo contains its own power source that allows it to sustain the required speed and firepower to attack its target.

Malfunction: Ver. / Type: Explosive (Antiparticles)/ Damage: 6dx7 / SS: 11 / Acc: 16 / half-damage: 966 yards / Maximum: 1932 yards / ROF: 1 / Weight: 0.75lbs / Cost: \$1750 / Power: (self-contained) 450kws. GURPS SPACE Stats: FP1.

Light Laser Cannons:

The main weapon for smaller crafts and civilian vessels.

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx5(2) / SS: 20 / Acc: 25 / Half-damage: 27,900 yards / Maximum: 55,800 yards / ROF: 3 / Weight: 83lbs / Cost: \$24,900 / Power: 15996kws. GURPS SPACE Stats: FP2

Medium Laser Cannons:

Typical weapon of star fighter (X-wing).

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx8(2) / SS: 20 / Acc: 26 / Half-damage: 41,400 yards / Maximum: 82,800 yards / ROF: 2 / Weight: 115lbs / Cost \$31,500 / Power: 17596kws. GURPS SPACE Stats: FP2.

Large Laser Cannons:

Typical part of larger ship's gun batteries.

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx12(2) / SS: 25 / Acc: 27 / Half-damage: 64,400 yards / Maximum: 128,800 yards / ROF: 1 / Weight: 444lbs / Cost: \$64,400 / Power: 21,328kws. GURPS SPACE Stats: FP3

Turbolaser Batteries:

The larger cousins of laser, the Turbolaser are amplified version of the regular laser cannons. They have more range and pack a lot more firepower.

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx17(2) / SS: 25 / Acc: 28 / Half-damage: 92,500 yards / Maximum: 277,500 yards / ROF: 2 / Weight: 917lbs / Cost: \$111,700 / Power: 87978kws. GURPS SPACE Stats: FP4.

Large Turbolaser:

Used exclusively on capital warships. They are monster Turbolaser used to defend against Star Destroyers.

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx30(2) / SS: 30 / Acc: 34 / Half-damage: 165,000 yards / Maximum: 495,000 yards / ROF: 1 / Weight: 2920lbs / Cost: \$312,000 / Power: 139965kws. GURPS SPACE Stats: FP4.

Quad Laser Cannons:

Another smaller gun typical of civilian vessels.

Malfunction: Crit. / Type: X-ray laser (Imp.) / Damage: 6dx4(2) / SS: 20 / Acc: 21 / Half-damage: 5700yards / Maximum: 11400yards / ROF: 8 / Weight: 32lbs / Cost: \$9600 / Power: 21328kws. GURPS SPACE Stats: FP3.

Power Plants & Stardrives:

Hyperdrive:

The Hyperdrive is the only known way to travel between star systems without spending years doing it (like with sub light engines). Hyperdrives are designed as described in GURPS Vehicles 2nd edition, except for the following modifications:

Travel Speed & Time: Base travel speed and time is 1PC per day. For each increments of power used, the ship will add 1PC traveled per 24hrs, to a maximum of 12PC in 24hrs. (Example: A ship needs 1020kwh to travel 1PC in 24hrs. If the designer uses 2040kwh, speed increases to 2PC per 24hrs. Using 3060kwh will increase speed to 3PC per 24hrs, and so on...)

Hypershunt Capacitors: Energy required to activate the hyperspace jump is 1/100 of that listed in GURPS Vehicles 2nd edition.

Aerospace Fighters

Tie-Fighters:

The main craft of the Empire's space fighters; the Tie-F is a reasonably fast and versatile fighter. It is equipped with 2 Medium laser canons, and does not have a hyperdrive, restricting its usage to planetary systems. Tie-F are usually carried aboard Star Destroyers.

Tie-Advanced:

The latest Imperial Fighter, the Tie-1X is faster, meaner and more maneuverable than its predecessors. The Empire currently is in short supply of these new machines. Once completed, the future death star will include shipyards for the 1X and the next generation 2X Tie-

Tie-Interceptors:

Faster than their fighter cousins, Interceptors are just that: Fast interceptor spacecraft. They are armed with dual quad lasers and have a stock of 4 proton torpedoes. Like Tie-F, the Tie-I is not equipped with a hyperdrive. Tie-I are also carried aboard Star Destroyers.

A-Wing:

Fast and maneuverable, the A is an interceptor craft, used by the New Republic and some Neutral governments. The A-wing carries 3 small lasers, 2 missile launchers and a stock of 12 missiles.

fighters. The Tie-1X are armed with 3 medium laser cannons and a stock of 12 proton torpedoes.

X-Wing:

The T65B Space Superiority Fighter, Manufactured by Incom Corporation is the jewel of the New Republic Navy. X-Wings are fast, maneuverable and have good weapons. The T65B is described at the end of this book or on the web site (www.pubnix.net/~fmartel)

PO-34:

Bakuran Medium Fighter. An advanced design due to the Bakuran TL of 13/14, the PO-34 is faster than the A-wing and carries more weapons than the Republic's B-Wing. It is armed with 8 Large laser and stocks 30 Proton torpedoes.

Aerospace Bombers and Multi-Purpose

Tie-Bombers:

Bigger than the other 3 Tie's, the bombers are slower but still a fearsome sight. They can lay waste to large ships with their full complement of weapons. Tie-B carries 2 large lasers, a stock of 50 proton torpedoes, 4 missile launchers with 60 missiles. Like their cousins, they are carried aboard Star Destroyers.

Y-Wing:

The Y-Wing is the New Republic multipurpose fighter-bomber spacecraft. It excels in multiple roles, among which: Escort craft. Small target bombing, hit-and-fade maneuvers. The Y-Wing carries 2 large lasers and a stock of 18 proton torpedoes.

B-Wing:

The large B's are the best bombers in the galaxy. Armed to the teeth, carrying heavy armor, they are mean and tough. B-Wings carry 4 large lasers, a stock of 50 proton torpedoes, 6 missile launchers with 120 missiles.

Space Transports

Imperial Lambda-Class Shuttles:

Mostly used to carry cargo or passengers, the typical Lambda-class will carry small contingents of troopers or officer groups. Cargo-only version also exists.

Imperial Sentinel-Class Transport:

Larger than the Imperial Shuttles, the transport carry more troops and vehicles. They are used to deploy AT-AT and soldiers to planetary theatre of operations.

Republic Medium Transport:

The main workhorse of the Republican Navy, the RMT can move a fully equipped army division, complete with air support units and temporary barracks, to any theatre of operations. The RMT has a capacity of 1200 passengers and up to 20,000 tons of cargo.

YT-3000:

The Millennium Falcon! To this date, these older models have worked so hard, that only handfuls are still operational in the galaxy. The YT3K are medium merchant ships, lightly armed but very fast. They sport twin Quad laser cannons and dual missile launchers with 20 missiles in stock. They have a hyperdrive speed of 10PC per 24hrs, making it one of the fastest ships around.

Capital Warships

Imperial Imperial-Class Destroyers:

The main part of the Imperial Space Fleet, the Imperial-Class is a huge craft with nearly 3000 thousands crewman on-board and can carry squadrons of Tie's. They act mostly like today's US Naval Task Forces, but only require one ship to do the job of many.

Super Star Destroyers:

Approximately 30 times bigger than the regular Star Destroyers, these crafts are rare and only issued to top commanders, and only on personal orders from the Emperor. Before the destruction of the 2nd Death Star, there were only a dozen in existence. Today, only 3 remains: Noog's flagship *The Phoenix*, Pellaon's Fleet Flagship, *The Chimera* and a reserve craft, *Executor II*, protecting the 3rd death star.

Republic Calamari Star Cruiser:

The largest space going ship in the republic armory, the Calamari cruisers are designed to rival with the Imperial Star Destroyers. They are converted civilian transport, but the numerous refit have made them good rivals of the Imperial craft design. The next generation cruisers, the Prometheus-Class, will be designed from scratch as a real Star cruiser.

Imperial Galleon-Class Star Cruiser:

Smaller than the Star Destroyers, Galleons are a very important part of the Imperial Fleet. Mostly assigned to 2nd rate assignments and to protect provincial centers, the Galleons are nonetheless a tough adversary.

Ship of the line

Republic Corellian Corvette:

A small attack boat, it is mostly used as escort to the large Calamari cruisers, and as gunboats on 2nd rate planets and backwater assignments.

Republic Nebula Class Frigate:

Smaller than the Calamari, the Nebula is still a good fighting and support craft. Its primary role is as a fleet support craft in such jobs as Medical Frigate, Fighter carrier or administrative center and command posts. The Nebulas have superior sensors and communications, making them prime targets in fleet engagements.

Imperial Prince-Class Interdictor Cruisers:

Large ships with gravity generator; they are used to block Hyperspace jumps in an area.

Republic Gladiator-Class Interdictor Cruisers:

Large ships with gravity generator; they are used to block Hyperspace jumps in an area.

Imperial Carrack-Class Cutters:

One of the smallest gunboats in the Imperial arsenal, Carracks are used to police worlds, bases and stations across Imperial territory. They are large enough to withstand fighter attacks, but are no match for larger cruisers and destroyers.

Imperial Remora-Class Tie Carriers:

The huge Remoras are a brand new Imperial design and have yet to see some real action. Each can carry up to 300 Ties and 2 Carrack-Class cutters, plus a number of Sentinels and Lambda-Class shuttles.

Republic Evnada Fighter Carriers:

The Republic equivalent to the Imperial Remora, the Evnada are also brand new

Republic Bothan-Class Cutters:

One of the smallest gunboats in the New Republic arsenal, Bothan-Class are used to police worlds,

in the Republic arsenal. Smaller than the Remora, the Evnada can carry up to 100 X-wings and 1 Bothan-class cutter.

bases and stations across Republican territory. They are large enough to withstand fighter attacks, but are no match for larger cruisers and destroyers

Space Stations

Republic Archangel Orbital Defense Station:

These large space behemoths are placed in orbit around major worlds or installation and act as defense and command posts. They can withstand a direct attack by Imperial Star Destroyers and have hangar bays capable of receiving ships as large as a Corellian Corvette.

Imperial Goliath Defense center:

Similar to the Republican Archangel station, the Goliath is the ultimate in planetary self-defense systems. It can resist the assaults of Calamari Cruisers and contains enough hangar bays for 5 flights of Tie and 3 Carrack-Class cutters.

Small Ships

Corellian Space Yacht (lady luck):

A civilian transportation ship for wealth patrons, the CSY can carry a large family, plus support personnel on a galactic tour for a large period of time. The ship is equipped with 3 Quad lasers and as room for ground vehicles.

Noghri Commando Ship:

These small Para-military ships are designed to carry a group of 12 Noghri commandoes to their TOP. It is well armed and includes a recently developed Chameleon Stealth Suite.

Imperial Death Star:

The crowning achievement of the Imperial R&D. The supreme power in the galaxy. Once the initial weakness has been exposed, the Death Star would be the most devastating weapon in the galaxy, able to destroy whole planets and blast cruisers to hell and back. The initial project DS-1 was 75km in diameter. DS-2 was 120km in diameter and the latest version, DS-3, will be 360km in diameter.

T-38 (boba fett):

Another popular design by Incom Corporation, the T38 is a small 1-man craft used by many privateer as a small merchant or courier ship. It is also a very popular ship with criminal, smugglers and bounty hunters.

Transportation & Ground/Air/Water Vehicles

At the galactic average TL12, there are no transportation problems. Fusion power plants produces 98% of the galaxy's vehicle motive power. Repulsorlift generates the most widespread mean of mobility in the galaxy. In areas where the technological level is still somewhat backwards, fossil fuel systems are still in use. Those tend to disappear slowly as these worlds are reaching higher techs levels.

Most world will have some form of planetary traffic control systems to prevent air cars accidents that could results in catastrophic crashes for those below.

Ground/Air Vehicles: Military Vehicles

Imperial AT-AT:

The main battle unit of the Empire's ground forces; the AT-AT is the equivalent of today's tank. It sports quad blaster cannons that can be boosted to act as Turbolaser batteries. Also, most AT-AT can carry either Storm Troopers or Scout Troopers.

Imperial Speeder Bikes:

Light and fast recon crafts, they are used to patrol near Imperial outposts and bases. The speeder bikes are armed with two heavy blasters. Top speeds of 500kph.

Imperial T-52 Atmospheric Bombers:

These large atmospheric airplanes are used by the Empire to bomb defensive positions on a planetary basis. They carry a heavy load of bombs and missiles and are cheaper to produce than their space equivalent, the Tie-Bombers.

Imperial AT-ST:

Small two-legged scout crafts, AT-ST are used to go where more conventional vehicles cannot access. They carry twin blaster cannons in a chin turret and have good armor.

Republic Snow speeder:

These small gravitic vehicles are used as atmospheric and ground interceptors. They usually carry a crew of two and are armed with medium lasers.

Imperial Chariot light assault vehicle:

This small assault craft is the most numerous mass produced armored vehicle. It is used on almost every Imperial world where an army garrison is present. The Chariot can also carry a squad of 6 Storm Troopers. They are the equivalent to today's smaller tanks and APC's.

Ground/Air Vehicles: Civilian Vehicles

Sand crawlers:

These huge vehicles are used on desert planets to ferry tribes or large amount of cargo. They are used by the Jawas of Tatooine as their village/ship/base/cargo transport.

Sail Barges:

These pleasure crafts use a mix of aerial sails and repulsorlift technology to carry them across the land on their cruises. Own mostly by rich patrons, the barges are seen across the galaxy.

Land speeders:

Available in hundreds of configurations and from TL11 and up, Landspeeders are the primary mode of transportation across the galaxy. Landspeeders use repulsorlift as their primary motive system.

Pod Trailers:

These very fast and very dangerous vehicles are used across the galaxy in extremely popular races. They are always piloted by extremists with nothing to lose since then smallest crash is usually fatal. Gambling on pod racing is a very popular "sports" in Neutral territory. The best races are held in Mos Espa, on Tatooine.

Equipment & Day-to-Day Technology

As with spacecraft technologies, most equipment in GURPS Star Wars is galactic average of TL12, unless specified otherwise. Most equipment available from GURPS Ultra-Tech and Ultra-Tech2 are available in the world of Star Wars. Some technology is forbidden and assumes that it has not yet been developed or has been banned.

Cloning:

Although cloning is technologically possible at the technological level attained by most worlds, very strong ethical rules forbid the creation of clones. The events of the Clone Wars have thought scientists, governments and the public to be afraid of the miracle brought by that science.

Bionics:

The advantages of bionic reconstruction are well known and widely used in the galaxy. Bionics as evolved in a distinct branch of medicine. All bionic reconstruction is assumed to imitate the replaced part perfectly, unless the patient decides otherwise. Base costs assume human-looking bionic parts. The fact that it is available does not mean that everybody starts getting implants. A strong cultural trait exists in most races and 99% of the population prefers to rely on real body parts rather than bionics. They are used as medical replacements only, not as augmenting devices.

Sensors:

Sensor technology is quite evolved at TL 12. Most sensors as described in GURPS Ultra-Tech and Ultra-Tech2 are available.

Tools & Industry:

The tools used by industries and individuals are not really much different from those in use on earth today. Although the technology available in the Star Wars universe is very advanced, the material used and tools used are very simple in manufacture. The good old pipe wrench still is the major tool used by most star ports mechanics. The good old manual screwdriver still comes in handy once in a while. Thus, high tech devices such as nanomachines do not exist.

Electronics:

Photon technology is still very bulky compared to ordinary copper wired hardware. Thus most electronic devices rely on microcircuits and copper and gold wiring for their normal operations. Optic fiber is in use, both only on very large spaceship like star destroyers.

Mechanics:

Nothing beats a good old piston and air-cushioned shock absorber. The discovery of repulsorlift technology did not change the universe as much as it was initially feared. Most worlds still rely on mechanical forms of transport using wheels and tracks. The power systems have changed much, with a lot of cold fusion in use everywhere.

Gravity technology:

The second biggest discovery after Hyperspace was the Repulsorlift (GURPS Contragrav generators). It allowed Man to be freed from the enslaving of gravity. With the Repulsorlift, spacecraft could depart silently and quickly toward space, some robots could go about their business in all kinds of terrain and mostly, ground vehicles were no longer restrained to paved roads. Quickly after the discovery of Repulsorlift, the ability to manipulate gravity in other form was discovered. This allowed Man to travel in zero-G without losing its footing and flying off into space. Today, passengers can go about their business on spaceships as if they were still on the ground.

Computers:

Computers are always expert systems, designed for a particular task or group of task. All computers are always designed as AI, except the smaller systems like those found in PDA's or equipment computers.

Power:

The most used form of power generation is the Fusion Power Plant. Fossil fuels are almost extinct, except on very low-tech worlds (TL5-)

Weapons & Armors

The legality of owning and carrying weapons vary from system to system. About 8 out of 10 worlds will allow small arms to be owned and carried, as long as they are in open view and not concealed. Also, those weapons must be of small firepower: It wouldn't do well if the locals could over power the police!

Light saber:

The trademark of the Jedi Order, the Light saber is seen as many as a "medieval" weapon of no good use. In a world that relies on blaster power, the elegant art of swordmanship is restricted to the Jedi Knights. The Jedi Order also closely guards the secret of manufacturing the Light saber.

The Light saber is a very powerful weapon: No known armor can resist for long the powerful force of the light blade of the Light saber. Lightsaber are treated as Ultra-Tech Forceswords. Damage done by a Light saber is mostly irrelevant to small targets (less than DR600 and/or less than 1000 HP) because the light saber will cut through anything in time. Any characters hit by a Light saber will either loose the targeted member (if an arm or leg) or simply die of the damage. Bodies are easily cut in two by the powerful effect of a Light saber.

For the purpose of attacking non-living objects, treat the light saber's damage as Impaling/cutting with 30dx5 and an armor divisor of 40. Lightsaber weights 1 pounds and have a reach of 1 hex.

Note: Using a Light saber in the campaign can dramatically unbalance play. It is recommended that Light saber be restricted to Jedi NPC, unless all the party are Jedi wanting to take on the Sith Lords.

Hand blaster:

The personal weapon of choice for many private citizens and Para-military organization, the Blaster remains the preferred weapon of many. Treat as Ultra-Tech Blaster except for the following: No recoil and no knock back effect, cannot be hotshot. Stats are:

Malf: Ver. / Type: Impaling / Damage: 6d / SS: 10 / Acc: 6 / 1/2D: none / Max: 300 / Weight: 3.5lbs / Rof: 3~ / Shots: 20 on C-cell / Rcl: 0 / Cost: \$500.

Imperial Storm trooper rifles:

Light, precise and deadly, the Storm trooper rifles are among the best weapons available in the galaxy. Manufactured in limited numbers, they are only assigned to the elite troops of the Empire. The blaster rifle fires a bolt of energy like the hand blaster. The rifle can also fire a paralysis field to incapacitate the target. Most races are susceptible to the paralysis setting of the Storm troopers rifles.

Stats are: Malf: Ver. / Type: Impaling / Damage: 12d / SS: 12 / Acc: 9 / 1/2D: 300 / Max: 800 / Weight: 7lbs / Rof: 3~ / Shots: 12 on C-cell / Rcl: 0 / Cost: \$1200

Stunner setting: Same as above except for Type: Special; Damage: Special; Rof: 1; Max 50. Target that is hit must roll versus HT or be paralyzed for HT-3 hours.

New Republic Rifles:

The long laser rifles used by Republican troops are a little less efficient in firepower then their Imperial equivalent, but are more precise and can easily be field repaired with parts from other equipment. The Republic Rifle is treated as GURPS Ultra-Tech Military X-Ray laser rifle p. 74.

Malf: Ver(crit) / Type: Impaling / Damage: 3d(2) / SS: 10 / Acc: 12 / 1/2D: 500 / Max: 1350 / Weight: 12lbs / Rof: 6 / Shots: 140 on D-cell / Rcl: 0 / Cost: \$2000

Small laser pistol (Leia's weapon in A New Hope):

A smallish hand held pistol, the laser pistol is used widely across the galaxy as a light sidearm.

Malf: Ver / Type: Impaling / Damage: 2d / SS: 9 / Acc: 9 / 1/2D: 300 / Max: 650 / Weight: 2lbs / Rof: 2 / Shots: 30 on C-Cell / Rcl: 0 / Cost: \$300

Imperial Naval blaster:

Basically an underpowered version of the Storm Troopers rifle. The main difference is that the Naval Blaster does not have the paralysis setting.

Stats are: Malf: Ver. / Type: Impaling / Damage: 12d / SS: 12 / Acc: 9 / 1/2D: 300 / Max: 800 / Weight: 4.5lbs / ROF: 2 / Shots: 18 on C-cell / Rcl: 0 / Cost: \$850.

Heavy Gattling blaster:

Used mainly by the elite Storm Troopers, the Heavy Gattling Blaster is a tripod-mounted weapon that delivers high rate of fire blaster power. It requires a team of 3 to assemble and disassemble. 1 carries the tripod mount, another the weapon and the third man the external power cells.

Malf: Ver(Crit) / Type: Impaling / Damage: 16d / SS: 18 / Acc: 14 / 1/2D: 600 / Max: 2000 / Weight: 120lbs (tripod: 25lbs, Gun: 60lbs, power cells: 35lbs) / Rof: 16 / Shots: 60 on E-cell / Rcl: -1 / Cost \$12000

Bowcaster:

The favored weapon of the Wookies, the Bowcaster is basically a powerful blaster rifle.

Stats are: Malf: Ver. / Type: Impaling / Damage: 15d / SS: 12 / Acc: 9 / 1/2D: 300 / Max: 800 / Weight: 12lbs / ROF: 3~ / Shots: 10 on C-cell / Rcl: 0 / Cost: \$2100.

Storm trooper armor:

Manufactured by Sienar Fleet Systems, the Storm trooper armor is the best available in the Imperial arsenal. It is made of biphasic carbide crystals over shock-absorbing padding. The armor covers all areas of the body. The helmet includes short-range communicator with scramble link, NBC Mask and filters. The suit also incorporate 3 hours oxygen supply but is not sealed for vacuum use, only against NBC. The belt incorporates C-cell holders (3 cells) and a spinneret with grappling hook (Ultra-Tech p. 62). The armor is PD4 and DR60.

Imperial Naval armor:

Mostly used aboard Imperial naval vessels by Marines, the Naval armor is similar to the Storm trooper armor, except that the helmet does not include full-face protection and no gadgets. Also, the special Storm Troopers belt is not available to naval troopers. PD3 and DR40.

Imperial Biker Scout Armor:

Again, a typical Imperial Design, the Biker armor is like the other two types of Imperial protective gears, but only PD3 and DR30.

New Republic Rangers Armor:

For all practical purpose, it is similar to the Storm trooper armor, except PD2 and DR45

New Republic and Imperial Army Body armor:

Treat exactly as Ultra-Tech medium Monocryst Armor (p. 28)

Characters & NPCs

Character types:**Jedi Knight:**

A member of the Jedi Order, the PC may be anything from a scholar to a diplomat, in passing by a Jedi Knight. This type of character should be limited in the campaign due to the possible imbalance created by the powers of The Force. The best role for a Jedi character would be as a NPC patron or powerful ally, as long as it does not appear too often. Suggested CP 230.

Smuggler:

Free traders roaming the space lanes and trading between New Republic and Empire, the smugglers live a dangerous life of hide and seek with the law. Suggested CP 120.

Secret Agent:

Employed by either the New Republic or Imperial Intelligence, the PC works under covers on critical missions. Suggested CP 150.

Commandos:

Part of an elite strike team (Imperial Storm Troopers or Republic Rangers) the PC is trained for quick action and difficult assignments requiring physical feats and danger. Suggested CP 300. Refer to GURPS Special Ops for more information on Commando units.

Engineers/Technicians:

A professional in electronics, mechanics, computers or ships systems, technicians are always in high demand in a high tech world.

Mercenary:

The galaxy is large. Very large. The New Republic is unable to patrol everywhere. So, individual corporations or small governments sometimes rely on professional soldiery. The mercenary PC could be working as special security for a megacorporation or as soldier for a small nation on a world. Sometimes, small governments will hire mercenary for covert operations and to supplement their troops in time of war.

Soldier:

A member of the New Republic or Imperial Navy or Army, this PC makes a career as a soldier.

Spacecraft crew:

Free and mostly uneducated, deck hands are homeless who travel the stars seeking employment for passages as they roam across the galaxy from world to world. They are also professional crew who sells their services to spaceship owners.

Merchant:

Owner of their personal small business, these gentlemen travel from world to world, always seeking the best opportunity.

Important NPC:**Grand Master Luke Skywalker (CP650)**

Luke Skywalker is possibly the best-known person in the galaxy. As head of the newly formed Order of Jedi, Luke is master of Dagobah. Highly placed in the political structure of the New Republic, Skywalker does not have real power but his opinions are always listened too in council meetings.

Chief-of-State Leia Organa-Solo (CP300)

Twin-sister of Luke Skywalker, wife to Han Solo, mother of 3 teenagers strong in The Force, Leia carries the weight of the galaxy on her shoulders. Shortly following the retirement of Mon Mothma, Leia was chosen by the Senate as the new Chief-of-State. Although she is strong in The Force, Leia as never quite taken the time to complete her Jedi studies and she is content of her current non-active status among the Jedi.

Han Solo (CP300)

Dear friend of the Alliance, husband to the Chief-of-State, Han Solo currently benefits from a quiet life of retirement. Han sometimes take an active hand in galactic politics, whenever his wife or Luke Skywalker needs an extra hand with a delicate problem.

Chewbacca (CP300)

The short-tempered wookiee is sworn to guard Solo and his family under a Wookiee Life debt oath. Chewbacca is currently Ambassador of Kashyyk in the Republican Senate.

Lando Calrissian (CP250)

Who knows with Lando? Last that Han Solo heard of him, he was back in Bespin tending the gas mines and leading the colony. It is believed that Calrissian has finally decided to become respectable. Sources close to Calrissian are denying this rumor.

C3-PO (CP175)

The most famous protocol droid in the galaxy still works with Chief-Of-State Leia on the Senate floor. He still speaks over 6 millions forms of communications and talks too much. Many are surprised that General Solo has not yet blown it to pieces.

R2-D2 (CP150)

Another droid in the Skywalker household, R2-D2 is always with Master Luke and still handles all the flying of Luke's personal X-Wing star fighter.

Lord Darth Vader / Anakin Skywalker (CP600)

The Dark Lord of the Sith was killed by Emperor Palpatine at the battle of the 2nd Death Star. Father of Luke Skywalker and Leia Organa-Solo, formerly known as Anakin Skywalker, he fell to the Dark Side but was saved by his son, Luke.

Emperor Palpatine (CP600)

Emperor Palpatine was the terror of the galaxy during all of his short reign. Palpatine was killed in a battle with his pupil, Vader, aboard the 2nd Death Star.

Fleet Admiral Pellaon (CP250)

Current head of the Imperial Fleets, Pellaon is a survivor of the old Empire. An adequate strategist and leader, Pellaon leads with respect and not fear. Many believe him to be very lucky, since he survived longer than any other officers under Vader's command.

Grand Admiral Thrawn (CP300)

Shortly after the Battle of Endor, this brilliant strategist and tactician took over the Imperial Fleet and waged war on the New Republic. His own bodyguard, as reprisal assassinated Thrawn over the Empire's enslavement of the Noghri peoples.

Master Obi-Wan Kenobi (CP500)

Master Kenobi was paramount in influencing both Anakin Skywalker and his son, Luke, into the world of the Jedi. He trained both father and son, both lost Anakin to the Dark Side of The Force. Kenobi was killed during a duel against Darth Vader.

Grand Master Yoda (CP800)

The last of the old Jedi Masters, Yoda trained and taught Luke how to be a Jedi. Yoda had also trained Obi-Wan. Yoda died of old age, at the respectable age of 900 years, on the world of Dagobah. In honor of his old master, Luke moved the Jedi Academy from Coruscant to Dagobah, where it stands today.

General Crix Madine (CP250)

Madine was one of the first active members of the Rebellion. Through the years, he rose to command by proving his worth for the Rebellion and the New Republic afterwards. Crix Madine is currently in charge of the Republican Armies (Ground).

Admiral Ackbar (CP250)

Still alive and kicking after so many years, Ackbar is Supreme Commander of the Republican Armed Forces. Close friend of many of the leaders of the Rebellion, many consider him to be a brilliant strategist and miracle worker in logistics.

Mon Mothma (CP250)

Shortly after the Thrawn crisis, Mothma decided to retire from active politics. Still highly placed and important to the New Republic, she stepped down in an advisory role beside Leia.

Jedi Mara Jade (CP300)

Once sworn to destroy Luke Skywalker, Mara Jade is the first citizen to be recruited into the new Jedi Order. She currently lives her life as a free trader along the neutral zone, but always keep her ears up in case Luke should call her to arms. Mara's training as a Jedi is rudimentary and her title is mostly honorific.

Talon Karde (CP250)

An important smuggler lord, Karde inherited the realm of Jabba the Hunt following his demise at the hands of Luke Skywalker. Karde's empire is vast and extends in both Republican and Imperial space. Karde's life is one of flight, as the Imperial will pay an hefty bounty for his head.

Admiral Wedges Antilles (CP175)

Formerly of Rogue Squadron, Wedges has finally settled down and made his way up the command structure of the New Republic. He is the current Admiral of the Fleets, working under Ackbar's command.

Warlord Natalia Noog (CP450)

The new Imperial Armed Forces Commander, Noog is a student of Grand Admiral Thrawn and Vader. Although not a Jedi or even sensitive to The Force, Noog is a brilliant military mind and commands great respect from both troops and leaders in the Empire.

Palomin, bastard grandson of Palpatine (CP350)

Palomin is a young 22-year-old man with strong ties in the Dark Side of the Force. A bastard grandson of former Emperor Palpatine, young Palomin closely resembles his grandfather. He is arrogant, short-tempered and slightly megalomaniac. He dreams to rule the galaxy as his grandfather did before him.

Races & Animals

Although humans represent a little over 80% of the galactic population, they are by no means the only intelligent life to have evolved. Many other races exist across the galaxy, mostly in New Republic territory.

Humans (CP0) :

The largest and most diversified cultural group in the galaxy. Humans what humans lack in special abilities, they make up for in their resourcefulness. Most worlds with humans are TL12.

Star Wars Races with GURPS:

In some cases, obvious advantages or disadvantages have not been used for simple reasons. Even if the wookies are 1 to 2 feet taller than the average human, I have not given them "Gigantism" as it is a standard feature of their race. The same applies to Ewok: They are not dwarves; they're just built smaller. GM's should feel free to ignore this and redesign according to their own feelings.

Wookies (CP69):

Large, strong, hairy, the Wookies are a fearful sight to behold. Their culture is quite tribal in nature with large family groupings living together in villages. Wookies come from Kashyyk, an arboreal world with a very lethal ecology. Wookies value honor and pride above all else and will always live up to their word and vows. The wookies average tech level is TL9.

Statistics for Wookie PC: ST+3 (30), DX+1 (10), HT+2 (20), Acute Smell +1 (2), Brachiator (5), Claws (15), DR1 (3), Extra Hit Points +2 (10), Fur level 3 (29), Penetrating Call (5), Teeth – Sharp Teeth (5), Appearance – Bestial (-10), Bad Temper (-10), Wookie Code-Of-Honor (-10), Impulsiveness (-10), Primitive –3 TL (-15), Reputation -Dangerous Brutes (-10).

Ewoks (CP-41):

Ewoks are small bear-like humanoids originating from the forest moon of Endor. They are a technologically backward people, almost primitives, and content to live their lives at TL3.

Statistics for Ewok PC: ST-2 (-20), DX-1 (-10), HT-1 (-10), Chameleon level 1 (7), Acute Taste and smell +4 (8), Discriminatory Smell (15), Thick Fur (29), Primitive –9 TL (-45), Reduced Move 1 level (-5).

Tuskens (CP-15):

Living in the rocky and mountainous deserts of Tatooine, the Tusken are nomad raiders. They are TL9.

Statistics for Tusken PC: Primitive –3 TL (-15).

Gamorreans (CP-4):

The fat and ugly, tusk-bearing Gamorreans have a well-deserved bad reputation. They are violent and have no honor. They will sell their own brothers to further their individual needs. Gamorreans are better suited for NPC. Gamorreans comes from Gamorea, a TL11 world.

Statistics: IQ-1 (-10), HT+2 (20), DR2 (6), PD1 (25), Dark Vision (25), Bloodlust (-10), Bully (-10), Fat (-10), Hairless (-15), Reputation – Savage Sadist (-10), Sadism (-15),

Jawa (CP0):

The little Jawas live in the deserts of Tatooine, along with the Tusken. The Jawas are nomadic merchants, living at TL12.

Rodian (Greedo) (CP10):

The green rodians are basic humanoids, not so different from humans. Their one and only advantage is their “Radar-like” antenna that allows them to “feel” around them through the use of sonic waves. Rodians come from a TL12 world.

Statistics for Rodian PC: Faz Sense (10)

Calamari (CP20):

The Mons Calamari comes from a large water world. They are TL12. Calamari are both at ease in or out of the water, their place of origin.

Statistics for Calamari PC: Amphibious (10), Gills (10).

Bothans (CP0):

The Bothans are cat-like humanoids from a TL11 world. Bothans have no special features or abilities.

Noghri (CP191)

The secretive Noghri were once the pawns of the Empire. Born on a dying world, the Noghri are superb hunters. The Empire used them extensively as shock troops commandoes and in missions requiring high stealth and secrecy. Due to their extreme abilities, Noghri are best suited for NPC.

Statistics for Noghri PC: ST+1 (10), DX+2 (20), HT+1 (10), Absolute Direction (5), Alertness +3 (15), Cat fall (10), Claws (15), Combat Reflexes (15), DR3 (9), Discriminatory Smell (15), Enhanced Move +1 (10), Extra Hit Point +2 (10), High Pain Threshold (10), Less Sleep level

4 (12), Night Vision (10), PD1 (25), Penetrating Call (5), Perfect Balance (15), Silence level 4 (20), Code-Of-Honor (-20), Enemy – The Empire (-15), Extreme Fanaticism to Noghri Cause (-15).

Animals:

With thousands of worlds scattered across thousands of light-years, it is only natural that many form of life would evolve. Listed below is some of the most recognizable and known animal life in the Star Wars universe.

Dewbacks:

The Dewbacks are large reptiles from the desert planet of Tatooine. They are easily domesticated as mounts or beast of burden. Dewbacks are exported across the galaxy to most planets with a near desertic climate.

ST: 30	Speed/Dodge: 7 / 7	Size: 5
DX: 12	PD/DR: 3 / 9	Weight: 1200 lbs
IQ: 4	Damage: 2d cut	Habitat: D
HT: 13 / 33	Reach: C	

Mynocks:

Mynocks are energy scavengers: They attach themselves to any source of energy and chew through cables, valves and seals until they can start draining the energy from the unit. Mynocks are a nuisance across the galaxy and are very commons around spaceports. Large sums go each year to eradicate the mynock menace, but to no avail.

ST: 8	Speed/Dodge: 14 / 7	Size: 2
DX: 14	PD/DR: 1/5	Weight: 50lbs
IQ: 3	Damage: 1d-4 cut	Habitat: Any
HT: 12	Reach: C,1	

Garbage crawlers:

These are genetically engineered horrors common to Imperial worlds and capital ships. Their purpose is to reduce the amount of garbage by eating anything that will fit in their mouths. The crawlers have the ability to digest almost anything. They will attack on sight any living being that is unfortunate enough to fall in their pits. Some criminals have riddled their lair with Garbage Crawlers, as a cheap means of protections.

ST: 18	Speed/Dodge: 8/8	Size: 4
DX: 13	PD/DR: 1/5	Weight: 400lbs
IQ:4	Damage: 1d+4 cut	Habitat: Garbage dumps
HT: 14 / 12	Reach: C,1,2	

Space slug:

These monstrous space dwellers inhabit asteroid belts where they lay in wait for prey that passes by. These monster are known to swallow small ships (up to 5000cf) whole.

ST: n/a	Speed/Dodge: n/a / n/a	Size: 1000
DX: 12	PD/DR: 6/1000	Weight: hundreds of tons
IQ: 2	Damage: n/a	Habitat: Space
HT: 25 / 10,000	Reach: n/a	

Dagobah snakes:

The most venomous lifeform known, the Dagobah Snake can kill a wookiee in just under 10 seconds. They are usually small (2 hexes) but some larger specimens have been found. The Dagobah Snake is easily spotted, due to its bright orange body.

ST: 3	Speed/Dodge: 12/6	Size:1
DX: 15	PD/DR: 2/3	Weight: 12lbs
IQ: 2	Damage: 1d-2 cut + poison	Habitat: Swamps
HT: 12 / 5	Reach: C	

Vornsk:

These predators hunt in pack of 3 to 7 individuals. They look like a large wolf, with great fangs and hairless skins. They are very attuned to The Force and uses that to home in on their target to take them down. Vornsk are a menace to Jedi and Sith.

ST: 10	Speed/Dodge: 8/6	Size: 2
DX: 14	PD/DR: 2/10	Weight: 200lbs
IQ: 5	Damage: 1d+4 cut	Habitat: Forests
HT: 13 / 20	Reach: C,1	

Isalamarii:

These small tree dwellers live on the same worlds as the Vornsk. The Isalamarii have developed the ability to dampen The Force in their surrounding, thus preventing the Vornsk from hunting them. The Force dampening effect extends around the Isalamarii for up to 50 yards from older specimen. Their dampening field is cumulative, so a large number of Isalamarii will cover more ground. Obviously, the Isalamarii are also a menace to Jedi and Sith Lords. The main disadvantage of Isalamarii is that they are partially sessile. At some stage of their development, they sink their claws in trees to suck in the required nutrients. As they grow, their claws become encased in the trees, preventing the Isalamarii from pulling away. At that stage, they become one with their branch and are for all practical purpose sessile. Removing a sessile Isalamarii is a very delicate process. Roll against the Isalamarii's HT -5. A failure means death.

ST: 4	Speed/Dodge: 1 / 2	Size: 1
DX: 8	PD/DR: 0/2	Weight: 20lbs
IQ: 3	Damage: 1d-5 cut	Habitat: Forests
HT: 12 / 10	Reach: C	

Banths:

These huge beasts live in large herds in the dry deserts of Tatooine. The Banths are difficult to domesticate and have a very bad temper, usually attacking on site, by trampling (1 to 4 beasts) or stampeding (whole herds).

ST: 200	Speed/Dodge: 12 / 4	Size: 12
DX: 13	PD/DR: 4/14	Weight: 5 tons
IQ: 5	Damage: 3d crush	Habitat: Deserts
HT: 12/100	Reach: C, 1,2	

The Force, The Jedi & The Sith Lords

Located on the swamp world of Dagobah, the Jedi Academy stands tall and proud among the fern trees and murky swamp. Built of large marble and concrete blocks, the Academy stands over 34 stories high, with tall spires reaching up to the sky. Small towers circle the main structure, giving the whole a look of a faerie castle out of a storybook. Led by Jedi Master Luke Skywalker, the Academy is now home to a new breed of Jedi, based on knowledge and myth from the time before the Empire. Jedi training is rigorous and requires total dedication from the students. Not all Jedi becomes Knights: Some are content in being teachers and healers of the galaxy. Seconded by faithful and dedicated man and woman, Luke slowly builds back the Order, hoping it will find its rightful place in galaxy affairs. To this day, Jedi are but less than 200, two-thirds of those still in training.

The Force:

The Force is an intangible natural phenomenon. It exists through and around all things. The Force is an invisible energetic field. Some have called it aura, other the soul, other karma. Throughout the ages, the Force bore different names, and was never fully explained scientifically. At some point in the distant past, some learned to harness this force of nature: the first Jedi were born.

Throughout their long history, Jedi Masters have managed to gain some control over the Force. It is a symbiotic relationship: Jedi knows he can use the Force as his ally, but he also understands that the Force has some control over events in his life, steering him or her across events and places.

The Force is divided in two large « sides »: the good side and the dark side. The line between the two is very thin. It exists mainly through the actions of the Jedi. Actions wrought for good are deemed « light » or « good » side of the force, while actions brought by violence, hatred and other strong negative emotions are said to be of the « dark » side. The use made by the Jedi decides if he is called a Jedi or a Dark Jedi. As with all other things in life, the Dark Side appears stronger, just as it is easier to make war rather than peace. Although Dark Jedi are usually powerful (Darth Vader and the Emperor are good examples) they normally live short lives due to the evil and often violent nature of their usage of the Force. It is possible for a Dark Jedi to be « saved » from the Dark Side and be brought back into goodness.

The Force as seen by GURPS:

The Force allows the use of special advantages, disadvantages and skills not allowed to other PC's. The prerequisite for becoming a Jedi or simply having some link into the Force is the Advantage Force Sensitivity.

Force Sensitivity:

This new advantage grants the PC or NPC the power to tap into the Force to use special disciplines, not unlike Psionics. The Force is calculated in levels, each granting specific ability to the user.

Force Sensitivity level 1 (5pts):

+3 fatigue 2CP to spend on Jedi Skills

Force Sensitivity level 2 (15pts):

(includes lvl1: do not add) +5 fatigue, 10CP to spend on Jedi Skills, allows the choice of 1 « free » advantage open to Jedi.

Force Sensitivity level 3 (25pts):

+7 fatigue, 15CP to spend on Jedi skills, allows the choice of 2 « free » advantages open to Jedi.

Force Sensitivity level 4 (50pts):

+10 fatigue, +3HP, 25CP to spend on Jedi skills, allows the choice of 3 « free » advantages open to Jedi. This was Vader's and the Emperor's level.

Force Sensitivity level 5 (75pts):

+15 fatigue, +5HP, +1 speed, 35CP to spend on Jedi skills, allow the choice of 4 « free » advantages open to Jedi. This is Luke Skywalker's level.

Jedi Skills & Advantages, Disadvantages

The following lists the special skills, advantages and disadvantages available to those with any level of Force Sensitivity, unless specified otherwise. Some of the advantages and disadvantages listed below are also available to regular characters since they are « mundane ». The list is extracted from the Compendium I. PC with any levels of Force Sensitivity from 2 or more are

allowed "free" advantages. Those available for this choice are marked with a # symbol. Jedi prerequisites are marked in **BOLD**.

Skill, Adv., Disadv	Cost	Prerequisite	Book
Absolute Direction #	5	None	B19
Absolute Timing #	5	None	B19
Alertness #	5/lvl	None	B19
Ambidexterity	10	None	B19
Breath Holding	2/lvl	None	21
Charisma #	5/lvl	None	B19
Combat Reflexes #	15	None	B20
Danger Sense #	15	None	B20
Diplomatic Immunity	5	None	24
Eidetic Memory	15/30	None	B20
Enhanced Move #	10/lvl	None	54
Enhanced Parry #	6/10	None	24
Enhanced ST #	Variable	None	7
Extra-Fatigue #	3/lvl	None	24
Force Sensitivity	Variable	Jedi Requisite	Above
FIT	5	None	25
High Pain Threshold	10	None	B20
Hyper-Reflexes #	15	None	58
Legal Enforcement Powers	10	Jedi Requisite	B21
Metabolism Control #	5/lvl	None	60
Jedi Rank	5/lvl	Limited to lvl 7. Jedi Requisite	Below
Patron – Jedi Order	Special	Must be a Jedi. Jedi Requisite	--
Perfect Balance #	15	None	63
Recovery #	10	None	64
Reputation – Jedi Order	15	None	B17
Reputation – Jedi (personal)	--	Not allowed. Not enough Jedi in the galaxy for individuals to be known	--
Silence #	5/lvl	None	66
Strong Will #	4/lvl	None	B23
Trained by a Master	25	Required for any level of Jedi	31
Cannot Harm Innocents	-10	Jedi Requisite	86
Code of Honor	-10	Jedi Requisite	B31
Disciplines of Faith – Jedi	-15	Jedi Requisite	89
Duties – Jedi Order	-10	Jedi Requisite	B39
Pacifism lvl 1	-15	Jedi Requisite	B35
Sense of duty : Living beings	-10	Jedi Requisite	B39
Acrobatics	PH	None	B48
Area Knowledge (home sector)	ME	None	B62
Area Knowledge (Dagobah)	ME	Jedi Requisite	B62
Armory (Lightsaber)	MA	Jedi Level 5+ Requisite	B53
Bard	MA	None	B47
Blind Fighting	MVH	Jedi Level 5+ Requisite	138
Body Control	MVH	Jedi Requisite	138
Body Language	MH	None	138
Breath Control	MVH	None	B48
Diplomacy	MH	None	B63
Fast-Draw Lightsaber	PE	Jedi level 5+ Requisite	B50
Light Saber	PA	Jedi level 5+ Requisite	B50
Law	MH	None	B58
Leadership	MA	None	B63

Meditation	MVH	Jedi Requisite	142
Parry Missile Weapons	PH	None	135
Precognitive Parry	MH	Jedi level 5+ Requisite	143

Jedi Ranks:

As with Military ranks, Jedi may purchase special levels within the Order, always based on some pre-requisites.

Level Name	Cost	Prerequisite
1 – Initiate	5	None
2 – Adept	10	None
3 – Jedi Brother	15	Force Sensitivity-2
4 – Jedi Counselor	20	Force Sensitivity-2 + Patron
5 – Jedi Knight	25	Force Sensitivity-3 + Patron
6 – Jedi Grand Knight	30	Force Sensitivity-4
7 – Jedi Master	35	Force Sensitivity –5
8 – Jedi Grand Master	40	Must have been trained by Yoda.

New Skills: Special Jedi Abilities:

___The following are new abilities that are only available to Jedi due to their understanding of the Force. These abilities are used in a fashion similar to spells and Psionics disciplines: the user must first concentrate and then spend an amount of fatigue per use, and fatigue to maintain (if applicable). Most will allow the possibility to spend extra points in order to achieve a certain effect. All the special skills below are M/VH.

Force Wave:

This ability relates to a use of The Force, external to the user. It deals with using The Force as a tool to obtain a certain effect. It is divided in three (3) different skills: Lift, Grab and Push.

Lift:

This ability closely resembles telekinesis. It is the ability used by Luke to bring is Lightsaber to him and by yoda to lift Luke's X-wing from the Dagobah swamp.

Each point of fatigue used in this ability allows the user to "lift" an object or series of object of total weight (in pounds) equals to $IQ + \text{fatigue} \times \text{Force Sensitivity level} \times \text{points of success on skill roll}$. It costs 2 fatigue to activate and 1 to maintain. (Jerome, a Jedi, with Force Sensitivity 3 and IQ 12, uses Force Lift. He spends his initial 2 fatigue to activate plus 4 more fatigue points. He rolls an 8 of his skill of 15, for 7 points of success. Thus he gains $12 + 4 \times 3 \times 7$ pounds of lift for a total of 336lbs. This weight can be divided between any number of items, at -1 to skill roll per items that need to be controlled. GM may allow penalties for difficulty as they wish.

Grab:

This ability allows the user to "Grab on" to something or someone as if he or she was physically doing so.

It costs 2 fatigue to activate and 1 fatigue to maintain. Each point of fatigue used in this ability adds to the user's skill roll to become ST. This skill is based on IQ. (Jerome wants to grab a Storm Troopers lieutenant. He rolls 8 on his skill of 15 for 7 points of success. He spent 4 fatigue. It gives him Grab ST of 23: $IQ + \text{Fatigue} + \text{points of success}$). Targets must roll a quick contest of ST vs. the Jedi Grab ST to free themselves.

Push:

This ability allows the user to use The Force to "push" someone or something. The use of this ability generates the number of pounds that can thus be pushed. Cost is 1 fatigue. Cannot be maintained. Lbs. is equal to $IQ + \text{Fatigue spent} \times \text{sensitivity level} \times \text{points of success}$. This is the same formula as LIFT.

Force Body:

This ability relates to a use of The Force, internal to the user. It deals with using The Force as a tool to obtain a certain bodily effect. It is divided in four (4) different skills: Jump, Run, Trance and Move Control.

Jump:

This ability allows the user to jump a distance equal to his or her normal jumping distances, plus his DX score x his Force Sensitivity level + fatigue used + success points rolled. It costs 1 fatigue to use and cannot be maintained. Jerome uses Force Jump. He has ST12, DX12 and Force Sensitivity 3. He spends 4 extra fatigue points for his Force Jump, and rolls 10 on a skill of 15 for 5 points of success. So: $ST12 \times 3 + DX12 \times 3 + 4 + 5 = 81$ inches (or 6.75 feet), from a standing point.

Run:

This ability adds to the user's move score. It does not provide more attacks or dodge, only running speed. It costs 2 to activate and 1 to maintain. Speed gained is equal to: Sensitivity + Fatigue used. Jerome has Sensitivity 3. He spends 3 fatigues and thus gains 6 move, for a total of 11 (base 5 + Run bonus).

Trance:

This ability is used by the Jedi to enter a deep Hibernation state very near death. All bodily functions are slowed to bare minimum and the Jedi appears death to all but the most sophisticated medical sensors. This will allow the Jedi to go for (Force Sensitivity Level x fatigue used) days without food or drink. He will be in a coma-like trance for that period. Oxygen requirements are also reduced to below minimum levels. The Jedi will be able to use the equivalent of 1 hour of oxygen to go through a period of time equal to (Force Sensitivity Level x Fatigue used) in days.

Move Control:

This very unique ability is similar to acrobatics. It allows the Jedi to actually change directions and speed while attempting a Force Jump or other combat maneuvers or actions. It costs 1 fatigue to use and requires a simple skill roll.

Force Mind:

This ability relates to a use of The Force, from a mind point of view. It deals with using The Force as a tool to obtain a certain mind effect. It is divided in three (3) different skills: Sense, Channeling and Influence.

Sense:

This ability allows the user to do a few things related to the use of The Force. The first application of this ability is to sense another's presence. Both Luke and Vader used this as the rebel neared the second death star in the shuttle Tydirium. To use this ability, the Jedi must concentrate for one round, spends 1 fatigue. On a successful skill roll, he can "sense" someone within a distance of 1000yards x his Force Sensitivity level. A modifier for knowledge of the target applies, up to the GM.

Another application of this ability is to sense the Force Sensitivity power of a single individual (Vader saying: "The Force is strong in this one...") simply by rolling his skill. Success will tell the target Force Sensitivity level. Failure will hide the required information. Putting extra fatigue in any Force Sense abilities will add +1 to the skill roll per fatigue spent in excess of the required 1

Channeling:

This very powerful Jedi skill allows the Jedi to "gather" the force around him. It will provide a number of fatigue points for use in Jedi skills. It may also be used to momentarily increase an attribute, influence an advantage or increase a skill roll. The number of Fatigue thus gained is equal to Skill roll success + Sensitivity x 2. It costs 2 fatigue to use. The cost cannot be taken

from the energy gained by activating this ability. (Jerome as Sensitivity 3 and Skill13 in Channeling. He rolls 6, for 7 points of success, thus gaining 13 new points of fatigue.)

The new Fatigue gained must be used within 1 hour x Sensitivity level. At the end of this period, all bonus fatigues are withdrawn and the Jedi suffers the appropriate penalties. If this brings fatigue below zero, he immediately falls unconscious, unless he rolls against his meditation skill.

Influence:

Used by Ben Kenobi in " A New Hope " and by Luke in " Return Of The Jedi ", this allows simple suggestions to be implanted in another's mind. Roll a quick contest of skill using the Jedi's Influence skill against the target IQ. Success means the suggestion is in place and will be acted upon immediately by the target. Failure means the influence failed. On a critical failure, the target will realize that the Jedi tried something on him. Extra fatigue spent will allow for +1 on die roll per fatigue spent. It costs 2 fatigue to activate each suggestion.

Martial Force:

This ability relates to a use of The Force for a martial (combat) perspective. It deals with using The Force as a tool for combat and defense. It is divided in two (2) different skills: Combat Sense and Combat Speed.

Combat Sense:

This ability is in fact a mix of advantages and skills. It allows the user to use the following: Blind Fighting, Precognitive Parry, Hyper reflexes. It costs 1 fatigue to activate and 1 to maintain, per minutes.

Combat Speed:

This martial ability allows the Jedi to gain a certain number of extra attacks per turn equal to his Force Sensitivity level. Costs 2 to activate and 1 per minute to maintain.

The Order of The Sith:

At the time of the old republic, the Council of Jedi was the sole body controlling the Jedi Order. At some point in their history, a group ceded from the main body and embraced the Dark Side of The Force. These where know as The Sith Lords.

The Sith claimed that ultimate mastery of The Force came through the use of violent emotions, a course that was condemned by the Council of Jedi. Channeling their violent emotions, Sith Lords where able to achieve feats of power that few Jedi could face. They were very powerful. Eventually, the Council of Jedi managed to push them back and the order fell. Senator Palpatine managed to resurrect the Sith order and gained power through their help. This eventually led to Palpatine's title of Emperor.

Sith Lords PC or NPC should be built on the average Jedi template. They will need to buy-off certain advantages and increase certain disadvantages. Ultimately, the trade-off should balance their point structure. Remember that Sith Lords are sadist, megalomaniac and overconfident. Furthermore, they often are bullies and have many enemies, most within the Sith Order itself!!

Sith adept, like Jedi, have access to special skills and abilities.

Sith Disciplines:

These dark uses of The Force are similar to the Jedi abilities of Force Wave, Force Body, Force Mind and Martial Force. The abilities are: Lightning, Mind Control and Crush.

-

Lightning:

This allows the user to shoot bolts of lightning from his hands. The Emperor was a master at this discipline. Lightning does 1d damage per level of Sensitivity, +1 point per fatigue used. It costs 2 fatigues per uses. If Jerome was a Sith lord, and he used 4 extra fatigues for Lightning, he would do 3d+4 of impaling damage.

Statistics in combat are SS13, Acc +3, 1/2D 50, Max 100.

Mind Control:

This Dark Discipline allows the user to take full control of another's mind. Master Joruus Ch'Boat (novelized trilogy) was also a master of this discipline. Treat as the GURPS Basic Psionics discipline of telecontrol. It costs 3 fatigues to activate and 1 per minute to maintain. Roll a quick contests of Mind Control skill vs. target's IQ.

Crush:

This discipline allows the Sith to "grab & twist" part of a target's body for physical damage. This is the skill used by Vader in "A New Hope" to slowly crush the admiral's throat, to prove his point about The Force ("I find your lack of faith disturbing..."). It costs 2 fatigue to activate and 1 to maintain. It allows to do damage equal to the Sith's IQ + Sensitivity. (Jerome would do 15 points of damage with Crush.) Also, it will allow the Sith to crush DR as if it was paper, rendering armor useless. The amount of DR that can be bypassed or crushed is equal to IQ + Sensitivity (Thus, Jerome would be able to destroy 15 points of DR).

Dark Frenzy:

This Dark Discipline allows the Dark Jedi to gather around him the "bad vibes" of the Dark Side of The Force. This will allow the user to enter a berserk state that will increase his or her battle performances. Dark Frenzy adds the following PER POINT OF FATIGUE USED: +1 to weapon skill, +1 to Active Defenses. PER THREE POINTS OF FATIGUE USED: +1 attack per round (cumulative to other abilities).

Advantages, Disadvantages & Skills

Most advantages, disadvantages and skills listed in GURPS Compendium I are available in a Star Wars campaign, unless otherwise specified by the GM.

The following New Advantages can be used and added to PC:

Force Resistance (2/level):

This rare ability allows its possessor to resist The Force. Each level of Force Resistance is used as modification to the skill role of the encountered Jedi or Sith. Example: A Jedi wants to plant a suggestion in an NPC. The skill is 13. The NPC has Force Resistance of 6 (12 points). So, the Jedi would roll a modified skill role against skill 7 (Skill 13 less 6 of resistance = 7).

The following New Disadvantages can be used and added to PC:

The following New/Modified Skills can be used and added to PC:

Astrogation (Clarification on Star Wars usage) (M/H):

Before jumping onto a hyperspace lane, any pilot or navigator must first plot the proper course with the navigation system. The astrogation system uses a complex 4-dimension systems involving the calculation of all and every stellar bodies encountered in the lane and most of those near it. The following modification apply to the skill role:

Distance is 1 to 2 PC

No modifiers

Distance is 3 to 5 PC

-1 to skill role

Distance is 6 to 9 PC	-2 to skill role
Distance is 10 to 12 PC	-3 to skill role
Nav computer with skill of 8 to 10	No modifiers
Nav computer with skill of 11 to 13	+1 to skill role
Nav computer with skill of 14 to 16	+2 to skill role
Nav computer with skill of 17+	+3 to skill role
Astromech droid	+2 to skill role
Emergency astrogation calculation	-3 to skill role
Distance of less than 100,000 miles from an Interdictor cruiser	-5 to skill role
Distance of 100,001 to 150,000 miles from an Interdictor cruiser	-4 to skill role
Distance of 150,001 to 200,000 miles from an Interdictor cruiser	-3 to skill role
Distance of 200,001 to 300,000 miles from an Interdictor cruiser	-1 to skill role
Distance of more than 300,001 miles from an Interdictor cruiser	No modifiers
Damaged Nav computer	-1 per HP of damage
Nav charts database is out of date	-2 to skill role

Effect of jump miscalculation:

Astrogation role should be handled by the GM to keep it secret from the players. A failure of 1 or 2 points will bring them closer or farther from their intended destination point by up to 5AU. Failure of 3 to 5 points will have them under or over shot their target by up to 2 parsecs. Critical failure should bring them to an unknown destination, up to 30 parsecs from their intended destination.

Campaigning:

Campaigning in the universe of Star Wars can open a great number of adventuring possibilities for both GM and players. The galaxy is full of inhabitable worlds and hundreds of alien species. The possibilities are endless.

Stellar Map:

The stellar mapping system has been in use for over a thousand years. All nations abide by the system and regularly exchange navigational data to update the maps and charts on a regular basis.

The Interstellar Transit Authority regulates the usage of stellar coordinates and mapping conventions. The current systems is represented by a series of numbers and letters, each representing certain information about the star system in question.

RG002-0810(04)-G2V07-3120804-4022

1ST Sequence:
Political

R

R = New Republic world
I = Imperial world
N = Neutral world

	G	G = Green Code : Free to travel A = Amber Code : Caution required R = Red Code : Restricted X = War Code: Currently a war zone U = Grey Code: Status unknown, at your own risks.
	002	Stellar Map coordinates (Sector 002)
2 nd Sequence Grid Coordinates	08 10 (04)	Stellar map coordinates. Number in brackets are negative values. 08 = X axis 10 = Y axis (04) = Z axis
3 rd Sequence: Stellar Information	G	Solar Type: O = Blue B = Blue-White A = White F = Yellow-White G = Yellow K = Orange M = Red
	2	Luminescence: 1 = low brilliance, up to 9 = very bright star.
Multiple star systems are represented by the number of star followed by XX. (a trinary system would be 3XX.	V	Stellar size: D = White dwarf VI = Sub-dwarf V = Main Sequence star IV = Sub-giant III = Giant II = Large giant Ia = Super large giant Ib = Super giant
	07	Number of planets in system 01 to 99 AA = Only Asteroids GG = Only Gas giants
4 th Sequence: Planetary Information	3	Law & Control rating: 0 = Anarchy 1 = Very liberal 2 = Liberal 3 = Average galactic 4 = Controlled 5 = Repressive 6 = Total Control (Dictatorship)
	12	Tech level: 01 to 09 = primitive cultures, pre-space travel 10, 11 = Below galactic average 12 = Galactic average 13 + = Above galactic average
	08	Population level: 01 = None or negligible 02 = 10 to 99 03 = 100 to 999 04 = 1000 to 9999 05 = 10,000 to 99,999 06 = 100,000 to 999,999 07 = 1 million to 9,999,999 08 = 10 million to 99,999,999

- 09 = 100 million to 999,999,999
- 10 = 1 billion to 9,999,999,999,999
- 11 = 10 billion to 49,999,999,999,999
- 12 = 50 billions or more.

- 04** Government Type:
 - 01 = Anarchy
 - 02 = Clan / Tribal
 - 03 = Democracy
 - 04 = Caste system
 - 05 = Corporate State
 - 06 = Dictatorship
 - 07 = Feudal
 - 08 = Technocracy
 - 09 = Theocracy
 - 10 = Imperial World
 - 11 = Balkanized
 - 12 = Colonial
 - 13 = Other

5th Sequence:
Bases & Services

- 4** Main starport type:
 - 0 = None
 - 1 = Ground emergency facilities only (TL 9 or less)
 - 2 = Ground sub-light facilities (TL9 or less)
 - 3 = Ground sub-light shipyards & facilities (TL9 or less)
 - 4 = Orbital sub-light facilities (TL10 or less)
 - 5 = Standard facilities
 - 6 = Standard facilities and minor shipyards
 - 7 = Orbital standard facilities and minor shipyards
 - 8 = Large orbital stations
 - 9 = Major shipyards and orbital stations
- 0** Naval Bases:
 - 0 = None
 - 1 = Small garrison
 - 2 = Local base
 - 3 = Important base
 - 4 = Fleet depot
 - 5 = Major sector fleet depot/center
- 2** Army Bases:
 - 0 = None
 - 1 = Small garrison
 - 2 = Local base
 - 3 = Important base
 - 4 = Fleet depot
 - 5 = Major sector fleet depot/center
- 2** Scout/Marines bases:
 - 0 = None
 - 1 = Small garrison
 - 2 = Local base
 - 3 = Important base
 - 4 = Fleet depot
 - 5 = Major sector fleet depot/center

The following are major worlds on the galactic scale: (For the complete GURPS SPACE Star Wars atlas, visit : [HTTP://www.pubnix.net/~fmartel/utilities.html](http://www.pubnix.net/~fmartel/utilities.html))

Abregado-Rae

Corellian Sector

Smuggler's haven

RG018-131403-M7V08-3111011-8333

Alderaan II RG005-00(03)(01)-M3V06-2121103-6122	Alderaan Sector	Chief World
Bakura NG006-0000(03)-F4V14-3121109-9543	Bakura Protectorats	Capital
Bespin RA004-(14)(12)(03)-M8V07-3120605-6322	Coruscant Sector	Important mining center
Bilbringi IR013-(07)05(10)-M3V05-612010-9555	Bilbringi Province	Imperial Shipyards
Corelia RG018-0000(02)-2XX05-3121203-8333	Corellian Sector	Chief World, precursor artifacts
Coruscant RG001-000000-G7V10-4121103-7433	Coruscant Sector	New Republic Capitol
Dagobah RG004-(03)0701-K7II04-0090501-1001	Corporate Sector	Jedi Academy
Djemsok NG019-011001-K5IV09-2131103-9330	Djemsok Federation	Capital
Endor RR007-(03)0402-M7V06-4120613-5432	Endoran Sector	Chief World, 2 nd Death Star ruins
Frontier Town NG008-(03)(08)(08)-G3V11-1131204-9111	Neutral Zone	Smuggler's haven
Gromas IA012-(03)08(02)-B9III21-5120710-7332	Gromas Province	Imperial mining center
Honoghr RR015-(10)(02)(01)-M4V04-2090502-2222	TuukSuun Sector	Noghri homeworld
Hoth RG003-(01)(14)(02)-M7V07-3100412-3223	Sluiss Van Sector	Former rebel base
Kashyyk RG018-(10)13(06)-M3V07-3100602-3111	Corellian Sector	Wookie Homeworld
Mons Calamar RG020-0605(08)-F7IV08-4121103-9555	Mon Calamar Sector	Chief World, Mon Calamari homeworld
Myrkr RR002-(14)1102-M1V08-6090813-3233	Vedovian Sector	Homeworld of Isalamarii & Vornsk
Nethan-Tor IR014-(12)12(08)-G5V09-6120910-9555	Wayland Sector	Imperial Palace & Capital

N'Klon NG013-(18)14(07)-B9IIIAA-4100605-7211	Sventorii Autonomous Region	Mining center
Ort-Pardon RG004-(10)10(03)-M4VI08-4121003-8443	Coruscant Sector	Major Shipyards
Shindaarn NG010-(02)03(07)-M4III07-4121009-8443	Shindaarnii Alliance	Capital
Sluiss Van RG003-(01)01(03)-K4V07-4131013-9555	Sluiss Van Sector	Major shipyards
Sventor NG014-(02)02(08)-F7V05-3100711-4200	Sventorii Autonomous Region	Capital world
Tamar IG012-04(02)(08)-A4IV07-4110910-5332	Tamar Province	Chief world
Tatooine NG007-14(14)03-2XX06-1100702-5112	Neutral Zone	Homeworld of the Hutts
Wayland IR014-14(13)(06)-G9III07-6130610-9555	Wayland Province	Imperial Research center
Yavin RR019-(18)0200-F7V07-3111003-5222	Mon Calamar Sector	Ruins of the 1 st death star

Bibliography & References

The following works have been a major inspiration in creating this conversion to GURPS.

Cinematography:

George Lucas & Lucasfilms

- Star Wars, Episode I, The Phantom Menace
- Star Wars, Episode IV, A New Hope
- Star Wars, Episode V, The Empire Strikes Back
- Star Wars, Episode VI, Return Of The Jedi

Litterature:

Timothy Zahn

- Star Wars, Heir To The Empire
- Star Wars, Dark Force Rising
- Star Wars, The Last Command

Kathy Tyers

- Star Wars, The Truce At Bakura

Gaming:

Steve Jackson

- Generic Universal Role Playing System

David Pulver

- GURPS Vehicles 2nd edition

Glossary:

Repulsorlift:	The equivalent to GURPS Contra-grav	Hyperspace:	An alternate dimension where FTL travel is possible
Hyperdrive:	The mechanism that allows ships to transit through Hyperspace	Parsec:	A unit of measurement in space. Equal to 3.26 light years.

Annexes: (Vehicles, Spaceships, NPC, PC, Worlds)

See the attached pages for complete description on spaceships, vehicles, stars, worlds & NPCs.

GURPS Vehicle 2nd edition design sheet

Type: T-65B Aerospace Fighter

Manufacturer: Incom Corporation

Description: A fast interceptor/fighter, currently the main flight unit in the New Republic Arsenal.

TL: 12 **HT/HP:** 8 / 146

Cost: \$1,835,950,00

PD/DR: PD4/DR500 (w screens PD8/DR700)



Section A : Subassemblies:

Subassembly/Feature	Location	Contains
Wings x 4		Engines and laser canons
Retractable landing skids		
Superior streamline body		All systems except engines & weapons

Section B: Propulsion systems:

Type	Weight	Volume	Cost	Energy	Notes
Vect. Reactionless Thrstrs	450	9	\$9,000	300	6000lbs
Vect. Reactionless Thrstrs	450	9	\$9,000	300	6000lbs
Vect. Reactionless Thrstrs	450	9	\$9,000	300	6000lbs
Vect. Reactionless Thrstrs	450	9	\$9,000	300	6000lbs
Repulsorlift (contragrav)	50	1	\$200	50	10000lbs
Hyperdrive	30	0.6	\$2,750	10	5t

Section C: Weaponry:

Type	Weight	Volume	Cost	Energy	Notes
Medium Laser (see website)	115	2.3	\$31,500	5	
Medium Laser (see website)	115	2.3	\$31,500	5	
Medium Laser (see website)	115	2.3	\$31,500	5	
Medium Laser (see website)	115	2.3	\$31,500	5	
Full Stabilized, linked	0.4	0.4	\$140		
Proton Torpedoes x 10	7.5	0.15	\$17,500		

Section D: Instruments & Electronics:

Type	Weight	Volume	Cost	Energy	Notes
Navigation Suite Array	150	3	\$100,000	5	100k miles
Med. Rez planetary array	125	2.5	\$125,000	0.5	
HUDWAC			\$250		
Deceptive Jammer	15	0.3	\$15,000	1.5	Rate 5
High Capacity Minicom	10	0.2	\$5,625		Comp 7
Computer terminal x 1	10	0.5	\$250		

Section E: Equipments & Other Features:

Type	Weight	Volume	Cost	Energy	Notes
Astromech Droid Socket			\$18,000		

Section F: Crew & Passengers:

Type	Weight	Volume	Cost	Energy	Notes
Computerized controls			\$1,000		
Cockpit crew station	20	20	\$100		Cramped
Full Life support (1 man)	20	1	\$500	0.1	
Crashweb	5	0.5	\$100		

Section G: Power Systems & Fuel:

Type	Weight	Volume	Cost	Energy	Notes
Nuclear Power Unit	1209	24.18	\$241,800	Add 6000	
Back-Up power banks	1.85	0.037	\$185	Add 100000kws	
Hypershunt Capacitor	333	6.66	\$33,300	Add 18000000kws	

Section H: Access Space:

Type	Weight	Volume	Cost	Energy	Notes
Wing waste space		4 x 2,6			
Wing Access space		4 x 2			
Body waste space		2.373			
Body access space		3.5			
Cargo hold		3			

Section I: Other Vehicular Features:

Type	Weight	Volume	Cost	Energy	Notes
S-Foil Actuator	30		\$60,000		
Hvy Expensive Structure	252.75		\$505,500		
Basic Emission Cloak	674		\$101,100		
Vacuum Sealed			\$3,337		
Deflector Shields	16.85		\$42,125	1213.2	PD8
Variable Force Screens	269.6		\$337,000	674	DR200
Composite Exp. Armor	4212.5		\$63,188		DR500

Section J: Vehicle Statistics:

Design Weight (lbs / tons): 9702,45lbs - 4,85tons HP: 146

Total Volume (cf / cy): W:4x16=64 / Sk:3x1,6=4,8 / B:97,13 Total=165,93cf

Surface Area (location): W:4x40=160 / Sk:3x9=27 / B:150 Total=337Sq.Ft.

Top Speed: a=2328mph

Acceleration: a=48mph/sec s=2,4G

Deceleration: a=22mph/sec s=2,4G

MR: a=5,5 s=2

SR: a=4

Other move stats: Stall Speed = 0 (310mph without repulsorlift)
aDrag=33,22
Size=+2
Fully loaded weight = 9987,45lbs (4,99tons)

Other information on vehicle: Crew of 1 (Pilot operator) weight 250lbs + 35lbs cargo.

Designed by: Francis Martel Date: 7/21/99

Campaign: GURPS Space Star Wars Worldbook

GURPS Vehicle 2nd edition design sheet

Type: I-Class Destroyer

Manufacturer: Kuat Drive Yards

Description: The main capital warship in the Imperial arsenal, the I-Class is rightly feared by all star systems.

TL: 12 HT/HP: 7 / 120,000

Cost: \$196 663 950,00

PD/DR: PD4/DR1200 (w screens PD8/DR1200)



Section A : Subassemblies:

Subassembly/Feature	Location	Contains
Body		65% of the ship's volume
Upper Decks		30% of the ship's volume
Bridge Tower		5% of the ship's volume

Section B: Propulsion systems:

Type	Weight	Volume	Cost	Energy	Notes
7xStd Reactionless Thrstrs	350000	7000	\$7 000 000	350000	7000000lbs
15xStd Reactionless Thrstrs	150000	3000	\$3 000 000	150000	3000000lbs
30xStd Vect. React. Thrst	150750	3015	\$3 015 000	100500	2010000lbs
Hyperdrive	60000	1200	\$240 000	60000	

Section C: Weaponry:

Type	Weight	Volume	Cost	Energy	Notes
30 x Large Turbolasers	87600	1752	\$9 360 000	1167	
120 x Turbolasers	110040	2201	\$13 404 000	2933	
20 x Torpedo Launchers	2000	60	\$200 000		
2000 x Proton Torpedoes	1500	30	\$3 500 000		
Fire Direction Centers x 3	6000	600	\$750 000		

Section D: Instruments & Electronics:

Type	Weight	Volume	Cost	Energy	Notes
4 x Navigation Suite Array	6000	120	\$4 000 000	200	1000k miles
2 x High Rez Planetary Array	8000	160	\$10 000 000	10	
Area Jammer	250	5	\$50 000	1250	Rate 12
Deceptive Jammer	30	1	\$25 000	3	Rate 6
3 x Hardened Macroframes	9000	180	\$2 500 000	30	Comp 10 AI
600 x terminals	6000	300	\$150 000		

Section E: Equipments & Other Features:

Type	Weight	Volume	Cost	Energy	Notes
12 x Tractor Beams	60000	1200	\$96 000	1500/each	ST1500/ea
Artificial Gravity	150000	2025	\$1 500 000	75000	
Compact Fire Suppression	5000	100	\$50 000		
7 x Complete Workshops	210000	8400	\$420 000		
2 x Full Science Labs	40000	2000	\$2 000 000	600	
4 x Full Sickbays w/ OR	120000	6000	\$8 000 000	1200	
Living Areas (lounges, etc)	20000	250000	\$295 000	25	25000sqft
Military Areas (Briefing, etc)	30000	375000	\$885 000	50	37500sqft
25 x Tie Vehicles Bays	22500	2363	\$33 750		

Section E: Equipments & Other Features (suite):

Type	Weight	Volume	Cost	Energy	Notes
3 x Space Docks (12k.cf)	6000	72000	\$3 600 000		
7 x Space Docks (4500 cf)	14000	63000	\$3 150 000		
Bridge (22 crew stations)	660	1980	\$2 200	3	
1100 x crew stations	33000	33000	\$110 000		
Ground Vehicles Hangar	2000	30000	\$5 000		20000cf

Section F: Crew & Passengers:

Type	Weight	Volume	Cost	Energy	Notes
Single Occupancy Qtrr x 310	620000	155000	\$930 000		
DbI/Trpl Occ. Qtrrs x 60	120000	30000	\$180 000		Cramped
12 Bunks dormitories x 150	360000	180000	\$180 000		
Provisions 90,000 man/days	180000	3600	\$540 000		
Full Life support (3000 man)	60000	3000	\$1 500 000	300	

Section G: Power Systems & Fuel:

Type	Weight	Volume	Cost	Energy	Notes
3 x Fusion Reactors	366000	7320	\$9 150 000	Add 600000kwh Each	
Back-Up power banks	138750	2775	\$13 875 000	Add 7500000000kws	
Vehicle Fuel Tanks	1970000	30000	\$2 020 000	200000 gallons	
Hypershunt Capacitor	79920	1599	\$7 992 000	Add 2160000000kws	

Section H: Access Space:

Type	Weight	Volume	Cost	Energy	Notes
Waste Space		3534			
Access Space		10000			
Cargo Hold		100000			
4-crew Airlocks x 30	60000	6000	\$120 000		
12 x Armored Passage Tubes	24000	480	\$36 000		

Section I: Other Vehicular Features:

Type	Weight	Volume	Cost	Energy	Notes
Hvy Very Exp Structure	60000		\$75 000 000		
Compartmentalization	1450000		\$12 000 000		
Vaccum Sealed			\$800 000		
Deflector Shields	4000		\$10 000 000	288000	PD8
Composite Exp. Armor	1440000		\$72 000 000		DR1200

Section J: Vehicle Statistics:

Design Weight (lbs / tons): 8,593,000lbs - 4296,5tons HP: 120

Total Volume (cf / cy): 1,400,000cf (51,852cy)

Surface Area (location): 80,000sqft

Top Speed: a=1061mph

Acceleration: s=1g (21,9mph/sec)

MR: s=1

Other information on vehicle: Crew 2113 : Officersx300 / Engineersx300 / Gunnersx350 /

Sensorsx21 / Sciencex27 / Medicalx45 / Servicesx230 / Craftsx120

Supportx90 / Bridgex70 / Securityx180 / Troopsx380 /

Designed by: Francis Martel Date: 99-07-21

Campaign: GURPS Space Star Wars Worldbook