GURPS

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

STAR WARS

Written by F.Martel,
J.P.Marchant ,
M.Siersleben,
R.J.Kidd and
T.Kathmann

Edited by Francis Martel

GURPS STAR WARS SOURCEBOOK

GURPS STAR WARS SOURCEBOOK

TABLE OF CONTENTS

GURPS STAR WARS SOURCEBOOK

GURPS STAR WARS SOURCEBOOK

Visit the STAR WARS official web site located at :

www.starwars.com

Visit the Steve Jackson Games Web Site located at :

www.sjgames.com

Visit the home of the (unofficial) GURPS STAR WARS
PROJECT located at :

www.pubnix.net/~fmartel/

GURPS STAR WARS SOURCEBOOK

A LONG, LONG, TIME AGO, IN A GALAXY FAR, FAR, AWAY…

The Emperor has been dead for a little over 25 years, Grand Admiral Thrawn for 20 years. The forces of the Galactic republic are in a truce with the Empire, a shadow of its past might. Since the end of the rebellion, the Galactic Republic as constantly striven to outwit, outrun and outgun the Empire. Now, they seem to be winning and the balance of power appears to be shifting in the Republic's favor. Yet, unbeknownst to Galactic Republic forces, the Empire plots and prepares another offensive. Under the powerful leader ship of a student of Grand Admiral Thrawn and of an Imperial Bastard, the Empire is not yet destroyed and plans revenge against the « Rebellion ».

DISCLAIMER

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilms Ltd) and/or/either 20th Century Fox. **ALL NAMES, TRADEMARKS AND LOGOS USED IN THIS BOOK ARE USED WITHOUT PERMISSION EITHER GIVEN OR IMPLIED BY THE COPYRIGHT OWNERS**.

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 PROJECT TEAM

PROJECT COORDINATOR:

The project coordinator and principal author is Francis Martel, from Montreal, Canada. Francis is 30 years old and lives 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.

PROJECT TEAM MEMBERS AND COLLABORATORS:

JEAN-PIERRE MARCHANT

Also from Canada, JP currently lives in Calgary and studies for his major in history at the university of Calgary. JP plans to get a PhD in Military History. JP is the person in charge of the Force Skills and as provided much material about Star Wars, mostly from the WEG RPG.

THOMAS KATHMANN

Thomas is from Germany, and lives in Berlin. Thomas is 29 years old and currently works as a software developer in the Health Care industry. Thomas is a general SF fan and a RPG tabletop gamer. A lot of the technical features of spaceships have been designed and revised because of his numerous discussions and commentaries on the Star Wars technologies and on how to handle them in this book.

MICHAEL SIERSLEBEN

Another collaborator from Germany, Michael has worked hard in providing the information in the Campaigning section, the cinematic section and in developing the Jedi Martial Art style. Michael is 28 years old and lives in Braunschweig with his fiancée, Kathrin. Michael currently works as a gym instructor (Tae-Kwon-Do, Self-Defense, Thairobic, Aerobic, Fitness) but plans to finish university in German and English literature, as well as in Greek philosophy.

GURPS STAR WARS SOURCEBOOK

R. JASON KIDD

Jason is from the US, and currently lives in Pittsburgh, Pennsylvania with his wife Melanie. He is 26 years old and is currently working as a musician in a "rock" band and as a photographer. Jason has been gaming since he was twelve and has been a Star Wars fanatic most of his life. Jason has been a major inspiration and a major source of information in regards to the alien races and he is the principal author for the GURPS Star Wars Alien Races supplement.

K. DAVID LADAGE

David is from the US and currently lives in Cedar Rapids Iowa.. He is 31 years old and works as a Network Support Engineer for Rockwell Collins International. He is a Star Wars fan and Role Playing fanatic who aspires to create his own RPG company some day…

THE AUTHOR'S GAMING GROUP

For their willingness in being lab rats for this project, the following persons must be thanked. They have provided numerous hours of great fun and have managed more then often to stump their GM: Jean, Sébastien, Véronique, Sylvain, Patrice, Patrick, Bruno, Stephanie and Chantal.

THE GURPS COMMUNITY WORLDWIDE

Mostly those on the GURPS Star Wars Project mailing list and some of the listeners on the GURPS newsgroup, for their insights, suggestions, recommendations and overall support and assistance.

WORLDBOOK BACKGROUND

Welcome to the worlds of Star Wars within GURPS. First of all, we have to tell you that this worldbook might not be about the Star Wars that you know and might not be what you expect to find.

This world book is designed with the idea of playing the Star Wars universe in a "realistic" fashion, not in a cinematic space opera type. To that purpose, the Star Wars technologies depicted in this book have been "modified" to reflect a more real science approach: In this book, the Storm trooper armor cannot be pierced by Ewok arrows. In this book, it's not possible to navigate a speeder bike going 500mph through a dense forest. In this book, people usually die when hit by a blaster shot, and in this book Storm trooper usually hit what they aim for....

For those of you that prefer the cinematic space opera approach, see the annexes at the end of this book. We have developed the basic rules and guidelines to help you run cinematic GURPS Star Wars adventures.

So, you say, what will I find in this book and what period does it cover?

We have decided to concentrate our efforts on the period some years after episode VI, Return of the Jedi. Our setting takes place about 20 years after the reign of Grand Admiral Thrawn, as depicted in the novel trilogy written by Timothy Zahn. Most of the information contained in this book as been designed by the authors and may not reflect current canonicals and other official sources on the Star Wars universe, namely books recently published that may take place during our chosen time period. .

A great deal of effort as been made to make sure that this gaming supplement respects the flavor of the Star Wars genre and its spirit. We hope we have succeeded.

NOTATION CONVENTIONS

The following mathematical and scientific constants have been used in the design of this book:

- **pc** (*parsec*) = 3.26 light-years
- **pc** (*parsec*) = 19.234×10^{12} miles
- **ly** (*light-year*) = 5.9×10^{12} miles
- **cf** (*cubic feet*) = 1x1x1 feet
- **cf** (*cubic feet*) = 1728 cubic inches
- **cy** (*cubic yard*) = 3x3x3 feet
- **cy** (*cubic yard*) = 27cubic feet
- **Mach 1** = speed of sound at sea level
- **Mach 1** = 760mph
- **sV** (*Spherical volume*) = $4/3piR^3$

GURPS REFERENCES

The GURPS Star Wars Worldbook is NOT a game in itself. Ownership of the following GURPS source book is required: **GURPS Basic 3rd edition (B).**

The following GURPS books and associated GURPS Star Wars supplementary material was used in designing this book. Page references expressed in this book reflect the standard SJ Games/GURPS page notification scheme.

- **GURPS Compendium I** (*CI*)
- **GURPS Martial Arts** (*MA*)
- **GURPS Space** 1st edition (*S*)
- **GURPS Ultra-Tech** and **Ultra-Tech2** (*UT* and *UT2*)
- **GURPS Vehicles** 2nd Ed. (*V*)
- **GURPS Star Wars Technical Manual** (*SWT*)
- **GURPS Star Wars Encyclopedia Galactica** (*SWE*)
- **GURPS Star Wars Alien Races** (*SWA*)

HISTORY OF THE STAR WARS UNIVERSE

Author's note: This history may deviate from official and other canonical sources. It was mostly developed through the author's personal studies of the phenomenon and whatever sources were available to him. It starts looking right at the time of the Rebellion. Before that (Clone wars and pre-Empire events) it is mostly the author's interpretations. This will be revised one more information is available on movie episodes II and III…

The date format currently used by the Galactic Republic is based on the Old Republic dating system. It as been restored shortly after the inauguration of the new Galactic Republic and superseded the dating system put in place by the Imperial Regime. Dates markers are as follows: PGR (Pre-Galactic Republic), GRR (Galactic Republic Regime) and GER (Galactic Empire Regime).

450 BILLION YEARS PGR

The universe is formed through the universal event called the Big Bang. Galaxies, stellar and globular clusters form out of the spatial miasma of hot gazes and cosmic rays.

100 BILLION YEARS PGR

Planetary systems near the galactic core are slowly forming. Among the first ones to evolve into full planetary star systems is the Coruscant star system.

80 MILLION YEARS PGR

Life emerges on Coruscant and on other planetary bodies across the galaxy.

20 MILLION YEARS PGR

Homo Coruscus emerges on Coruscant. Over the next 50,000 years, it will evolve into an intelligent biped life form and develop such concepts as society and civilization, eventually reaching up to TL7. Many scientists believe that this is the period during which the Precursors where the most active in our galaxy.

THE STAR WARS WORLD BOOK PREMISE

Today, an uneasy truce exists between the democratic Galactic Republic and the dictatorial new order of the Galactic Empire. The known universe has been split between the two superpowers, each watching closely every move made by its neighbor. The Galactic Republic controls some 70% of the worlds and galactic territories, the Empire controls about 20%, with the other 10% being neutral sovereign nations or independent worlds stuck in the neutral zone dividing the two greater realms.

Mon Mothma has retired from active politics some five years ago, and Leia Organa-Solo is the current Chief-Of-State, in a 4th mandate from the Galactic Senate. Jedi Master Luke Skywalker stands as head of the Order of Jedi, and watches over the current state of affaires from the Jedi Academy on Dagobah. Other known figures have either retired or stepped out of active politics and are content to finish their lives in anonymity.

Some trade does exist between the two superpowers. It is mostly routed through the sovereign nations and neutral planets of the neutral zone. Both Empire and Galactic Republic enforces strict control of traffic to and from the other realm. Travel between the superpower is strongly discouraged by administrative authorities in place. Thus, smugglers and privateers handle most trade and travel between the Galactic Republic and the Empire.

The current atmosphere is one of mistrust and both superpowers are actively engaged in a great cold war. Spies are numerous on both sides of the frontier and military "maneuvers" along the frontiers are quite common. Diplomatic incidents such as border patrol fighting, territorial disputes, resources raids, terrorism and undercover operations happen all the time, making the border a very hot place to be. Farther from the frontline of the cold war, life is easier and quite peaceful. Citizens can live their lives in peace, each under the auspices of its government's watchful eye...

3564 PGR

Humans on Coruscant have resolved their multi-national conflicts and elected their first world parliament. Technology is high enough (TL8) to allow safe exploration of their orbit and star system. During the next eighty some years, they will conquer their system's planets and develop into a space faring civilization (slower-than-light).

3481 PGR

The Religious order of Jedi discovers The Force and starts the long journey towards its mastery.

2929 PGR

The humans of Coruscant reach TL9 and start exploring and colonizing neighbor star system through the use of generation ships and other slower-than-light methods.

2912 PGR

A group of advanced physics students at Coruscant University discovers hyperspace and develop the first prototype Hyperdrives.

2934 TO 2383 PGR

The Hegira. During that period of a few hundred years, the government extends its power base to become a planetary federation and faster-than-light exploration (with Hyperspace) of other star systems is begun. At the same time, the Order of Jedi is recognize and integrated into society.

2382 TO 1214 PGR

Epoch of The Great Colonization. Through a period of about a thousand years, many star systems are colonized and the humans of Coruscant and its Free Worlds Federation encounter many other races. On Coruscant, a dissident branch of the Jedi slowly rises to power in many cities and gains many followers and much political power. It is during that period that the region known as The Colonies is developed.

1205 TO 1185 PGR

The Siths Civil War. During a bloody coup d'état, the Sith Order gains control of the World Parliament and declares a dictatorship. The Siths control most of the government and quickly seize whatever power they did not hold. A reign of terror and bloody conquest is instituted to replace the defunct Free Worlds Federation.

1180 TO 864 PGR

The Free Worlds Federation colonies are left to themselves by Coruscant. Each develops its own governmental structures and armies. A major expansionists free-for-all ensues and many worlds are conquered, many by war and bloody rebellions. Known space territories grow by over 300% during that period of military conquests. On Coruscant, the sith government plans the conquest of all known space and the subjugation of other worlds.

863 TO 847 PGR

The Sith conquests & The Jedi Wars. Over a period of about 20 years, the Jedi will wage a "holy" war against the Sith armada. Many battles will be fought and much devastation wrought on worlds and stellar trade routes. Much technology will be lost and communications will break down. Gradually, the Jedi will win and destroy the Sith order, but at the cost of losing civilization. Planets will enter a dark age.

846 TO 311 PGR

The Dark Ages. It will take hundreds of years for technology to make its way back from TL7/8 to the level it was before the Sith Wars. During that time, trade will be slowly restored across known space and communications will be restored between planets. Coruscant will start prospering anew under the auspices of the Jedi Council. Many worlds will have disappeared in total chaos and barbarism, with only ruins remaining to tell the tale of whatever humans once lived there.

310 TO 1 PGR

The New Colonization Era. Out of Coruscant and other worlds such as Corellia, missions are sent out to re-discover the galaxy. A great expansionism drive ensues this research period and the regions known as The Colonies and The Expansion are re-conquered by colonists. The region known as The Centrality is developed and colonized and scouting missions are sent to the Inner Rim. Many alliances are formed and a the need for a centralized authority quickly arises.

0 GRR

Birth of the Galactic Republic. Representatives of all known worlds meet on Coruscant, cradle of humanity, to draft the first constitution. It will rule all known worlds and puts in place a fair representative democracy. The Galactic Republic is supported by the Order Of Jedi and its Knights as guardians of the peace and keeper of Justice. Laws are drafted and the new ruling body passes conventions on trade, commerce and immigrations.

1 TO 20,454 GRR

The Golden Age. During the period, known as the Golden Age of a Thousand Generations, the Republic and its worlds prosper and colonize almost the entire known galaxy.

20,455 GRR

The Naboo Crisis erupts and unbalances the Galactic Republic Senate. Due to chronic corruption and greed of the civil service bureaucracy, the Republic is unable to stop the crisis in its escalation and must wait and watch as the Trade Federation invades. This crisis brings a young Senator, named Palpatine, to the center of power. Over the next few years, Palpatine will institute reforms to "cure" the Republic of its cancerous bureaucracy. At the same time, Palpatine joins the secretly resurrected Sith Order and plans to gain more and more power for himself.

20,463 GRR

The clone wars erupt. During that period, many worlds are brought back to barbarism. Senate President Palpatine obtains dictatorship powers from the Republic parliament. Overcome by megalomania and too much power, Palpatine uses his dictatorship powers to control the military and declares himself Emperor in a bloodless coup. He plans to fight the Clone Masters and win the war.

1 GER (20,464 GRR)

Emperor Palpatine instars his New Order and quickly build-up the Galactic Empire fleet. Over the next few years, censorship is instituted and uprisings are violently crushed by the Imperial Navy. Whole worlds are plundered and an anti-Imperial sentiment quickly grows among the Senate. With much effort, the Empire manages to destroy the clone masters and restore some peace to the galaxy.

15 GER (20,479 GRR)

Some Imperial Senators (Garm Bel Ibliss of Corellia, Bail Organa or Alderaan and Mon Mothma of Chandrilla) secretly meet to create the Rebellion charter and start a covert front against the Empire. At about the same time, Palpatine outlaws the Jedi and manages to have most of them hunted down and killed. He will also proceed to the extermination of most Sith Lords (keeping only Darth Vader at his side), wanting to be the only such power in the known universe.

18 GER (20,482 GRR)

The planet Alderaan is destroyed by the Imperial Death Star of Grand Moff Tarkin and the Rebels manage to destroy it

shortly thereafter at the Battle Of Yavin IV. This military coup will bring much exposure to the Rebel Alliance and its rank will quickly grow afterwards. Many worlds will pledge support to the Alliance and the pressure will mount against Palpatine's Empire.

19 GER (20,483 GRR)

The battle of Endor marks the end of the Empire with the destruction of its 2nd Death Star and the death of Darth Vader and Emperor Palpatine. For the next few years thereafter, the Alliance pursues a campaign of attrition and chases the remnant of the Imperial fleet to the far corner of the galaxy.

20,484 GRR

The former Rebel Alliance leaders draft the Galactic Republic constitution on Coruscant. The Galactic Republic is re-born and the Senate re-opened.

20,499 GRR

Grand Admiral Thrawn takes control of the remains of the Imperial Navy and starts a major military campaign against the Galactic Republic. Over the next few years, the Republic must fight for its survival as the Empire regains much ground lost since Endor.

20,520 GRR

Through extreme planning and great intelligence work, Imperial Intelligence Agents manage to gain access to Coruscant main computer files and capture the location of major Republican bases and fleet positions. Through a series of quick strikes, the Imperial Navy destroys over half the Galactic Republic Navy. A special mission led by Rebellion heroes Luke Skywalker and Han Solo manages to turn the tide of battle by destroying the capital warship Rancor (a Sovereign-class battleship) and the leaders of the Imperial Navy. A new treaty is signed between the Republic and the Empire, tracing most of today's frontiers, and establishing the neutral zone.

20,526 GRR

Today. On the planet Rekeron, a New Empire is born under the leadership of a tactical genius and a bastard grandson of Emperor Palpatine.

GALACTIC REPUBLIC (NEW REPUBLIC)

SOCIETY

Born from the ashes of the civil war and rebellion against the Empire of Palpatine, the Galactic Republic has now been in place for over 25 years. During that period, it as consolidated its power base and strove to bring as many worlds as possible under its wings. The Galactic Republic is an intergalactic forum devoted to establishing peace and prosperity for its member worlds.

All worlds in the Galactic Republic are free, independent states that govern themselves in whatever fashion is adequate for their cultural backgrounds. Most member worlds have reached tech level 12, but some are content to remain at lower tech levels while trading and doing business with their more advanced neighbors. Taxes are usually faire and most governments on member worlds tend to respect the individual rights to peace and freedom. Worlds in the Galactic Republic (unless specified otherwise by the GM) are assumed to have a control rating between 3 and 4.

In the Galactic Republic, many worlds trade together and exchange services. As such, poor worlds are somewhat of an oddity. Most goods are available from almost anywhere and commerce is usually booming on every worlds.

Whatever happens at the day-to-day level of the Republican citizens, the government of the Republic always watches over the border to see what the Imperial nemesis is doing. While the Empire races to arm itself and develop new super weapons to re-conquer the galaxy, The Republic does not sit idle. Currently, the Republic has 6 different R&D projects underway to prepare itself against a possible Imperial coup.

The new breed of Jedi coming out of Dagobah (172Q) is, of course, one of their prime pet projects. With the help of Jedi Master Skywalker, the Republic as agreed to reinitiate the old Order as a symbol of peace and justice in the galaxy. The Jedi are a "branch" of the government and have the power (Legal Enforcement Advantage) to issue justice and resolves disputes. The Knights, walk all worlds, offering their services and keeping the peace where the Republic lacks resources. Obviously, a regiment of

Jedi would be a formidable defense against Imperial intrusion. The relationship between the Jedi and the government is one of cooperation: The Republic asks, and if willing, the Jedi do. The government does not hold legislative powers over the Order of Jedi, but still consider them as "under their wings". This sometimes creates strains, when petty officials and bureaucrats try to gain advantages by using the Jedi on their worlds. This usually results in the faulty official to be 'transferred' to the far corner of the galaxy.

One of the other important R&D projects of the Republic is the development of a working cloaking shield: The siege of Coruscant (195Y) by Admiral Thrawn as demonstrated the usefulness of this technology in time of war. Operating from a hidden base in the Deep Core, Republican scientists are running tests on this technology. So far their efforts have been fruitless has it still requires too much power to equip small ships, and tends to have side effects on the crew of larger ships. The Science Committee hopes to see some results within 48 to 60 months.

Whatever researches or way of life exists in the Galactic Republic, all of that would not be possible without a structured government.

POLITICAL STRUCTURE

The galactic republic is made up of 3 main branches, each with specific mandates and subdivisions. Those three branches are the Galactic Senate, The Office of the Chief-Of-State and the Galactic Republic's Armed Forces. Each group covers a specific portion of the day-to-day life of the Galactic Republic's citizenry.

GALACTIC SENATE

Restored shortly after the Rebel Alliance captured Coruscant and declared the Galactic Republic, the Senate is a legislative body whose role is to offer a neutral forum for disputes. Furthermore, the Senate is responsible for voting laws and supporting the Chief-Of-State in its function. World members of the Galactic Republic are allowed a certain number of representatives (Senators). The Senate is responsible to discuss and make decisions on disputes, and to recommend course of actions to the Chief-Of-State, when required. The Galactic Republic Chief-Of-State also acts as the Galactic Republic's Senate President.

OFFICE OF THE CHIEF-OF-STATE

This position within the Galactic Republic is very important. The Chief-Of-State (COS) has two roles within the Galactic Republic: The first one is to act as President of the Galactic Senate and moderator in all causes and legislations presented to that body. The second role of the COS is to rule the Galactic Republic. Elected from within the Republican Senate, the COS leads the Galactic republic and makes most of the foreign policy decisions, based on recommendations from the Senate. The Armed Forces are answerable directly to the Chief-Of-State. The COS may also be granted extraordinary powers by the Senate, in time of crisis. The current Galactic Republic COS and President of the Senate is Leia Organa-Solo, in a 4th mandate from the Senate.

DEPARTMENTS OF STATES

Based on the decisions made in and by the Galactic Senate, the COS will then transfer the orders, requests and requirements to the appropriate executants, the Departments of State. Each department is responsible to act in a specific field of expertise in the life of Galactic Republic's citizens. Among others, the most visible are:

- Department of External Affairs
- Department of Energy
- Department of Health
- Department of Agriculture & Fisheries
- Department of Transportations
- Department of Natural Resources
- Department of The Citizenry
- Department of Treasury

BUREAU OF COLONIAL AFFAIRS

This important office in the Galactic Republic is a division of the Galactic Senate. It regulates the colonization of new worlds and the exploration of deep space and new regions. It is responsible for the assignments of permits of exploitations and colonization. The most important division within the BCA is the Scout Division: Scouts are sent on mission to discover new worlds, map and explore them, and determine if they are adequate for colonization. Once they've ascertained their value for the Galactic Republic, the BCA opens bid for the colonization, based on the resources available in the system. Permits are granted to colons based on the goal of their colonization projects and granted to corporations based on the rights and amount of money they are willing to pay and/or concede to the Galactic Republic.

GALACTIC TRADE COMMISSION

This government body is the second most important after the Galactic Senate and is an offshoot of the later. The Galactic Trade Commission (aka The GTC or just The Commission) regulates commerce within the Galactic Republic. The Commission is responsible for issuing permits to corporations on their activities. It also regulates and enforces taxations of commerce and regulates monopolies and anything that is considered "essential" for living, like fuel and energy. Many corporations went bankrupt when they alienated the GTC and an army of inspectors descended on

them to "look-up" their financial books...Many speculates that if the GTC had been strong enough at the time of the Naboo crisis, the clone wars may have been averted and possibly that Senator Palpatine would never have been able to gather enough powers to declare himself Emperor…

ARMED FORCES

Divided in 3 subdivisions, the Galactic Republic Armed Forces controls law and order across the Republic's member star systems. After 25 years of sustained conflicts, the GRAF is heavily gutted and are still weak, but they are quickly recuperating, mostly due to an ongoing reconstruction effort. It is the Galactic Republic's goal and wish that the GRAF will never be too strong: The Galactic 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 separating them from the Empire. Local worlds are encouraged to produce their own defense forces.

ARMED FORCES: THE NAVY

The Navy is the main fighting unit for the Galactic Republic. It controls all spacecraft and most of the governmental civil service spaceships. From the largest Mon Calamari Star 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.

ARMED FORCES: GRIS
(GALACTIC 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 Galactic 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 Galactic republic's frontiers. The elite troops of the Marines are called Rangers and are comparable to the Empire's elite Storm Troopers.

THE EMPIRE

Some 5 years ago, about 20 years after the end of Grand Admiral Thrawn's reign, a lost and forgotten Imperial Task Force returned home from the Unknown Regions, galactic south of the Imperial holdings. 6 Imperial Star destroyers escorting a single super Star destroyer arrived at the Imperial system of Rekeron. The leader of this task force met with Fleet Admiral Pellaon, leader of the Imperial forces. The lost officer identified herself as Warlord Natalia Noog, one of Thrawn's most promising student and at some point, Thrawn's personal strategic assistant (under the reign of Emperor Palpatine).

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 a grandson. Apparently that shortly after the Naboo crisis Senate President Palpatine had a few casual relationships. From one of those relationships was issued this bastard son. In the early days of the Empire, Palpatine had Darth Vader quietly execute this bastard offspring and his mother. But none of them knew of the grandson, then a newborn, not until much later when the Emperor was much too occupied with the rebellion that would prove to be his demise. Albeit a bastard, the child, now a young man, was nevertheless of Imperial blood!

Pellaon and Noog went to Anoth, 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,
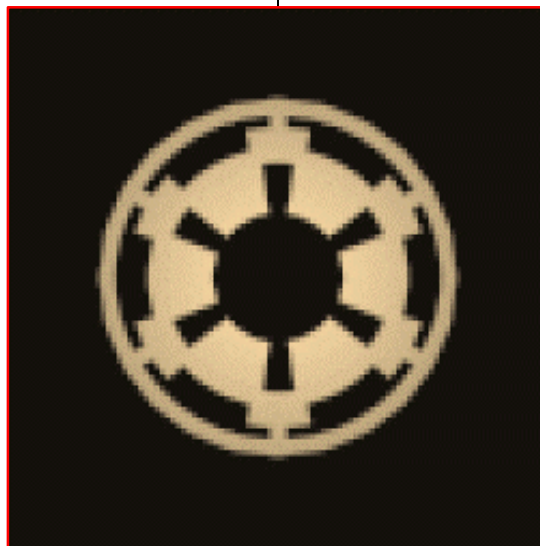
the bastard grandson, was there, living the life of a recluse and still hiding from the purges of the old Emperor. The bastard prince had furthermore beneficiated from the schooling and protection of a Dark Jedi Master! As they arrived, the visitors found the Sith Lord sick and dying. With his last breath, he confided in Palomin, Pellaon and Noog a great secret: There was a third and final Death Star!

The old Sith informed them that before his death, Palpatine had ordered the construction of another space station. Instructions had been left by the Emperor that the project was to remain top secret and that should something happen to him, all workers and officers below the rank of Moff and Grand Moff were to be terminated immediately. It was the Sith lord's job to see to the Emperor final wish. He traveled to Shedan-Tor and there, eliminated every soul who had worked on the project, leaving the station, unfinished, to drift in its orbit.

Young Palomin proved a worthy adversary to Noog when leadership came in dispute. They established the new command structure of the reborn Empire: Palomin would lead as the Emperor to-be and Noog would remain Grand Admiral, in charge of the Imperial forces. The following, 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 Galactic Republic

THE EMPIRE TODAY

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 Galactic Republic. Among the worlds and leaders of the Empire, the Galactic 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 that of the Galactic Republic. It is divided in 4 branches: The Imperial Navy, the Imperial Army, the Imperial Bureaucracy and the Imperial Household.

IMPERIAL NAVY

Controlling space and travel within the Imperial borders, the Imperial navy is quite similar to the Galactic 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.

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 then their naval counterparts.

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.

CURRENT IMPERIAL PROJECTS AND VISION

In order to achieve their goal of galactic conquest, and to erase the sour taste of defeat, the Empire has plans underway. For the Imperial leaders, the Republic is nothing but "a rebellion" that must still be crushed and the glory of

the Empire restored across the galaxy. Obviously, this project cannot easily be realized because the small Empire no longer has the required resources: They are outgunned and out manned by the combined might of the Republic member worlds. They are bidding their time and constantly raid Republican space from the Neutral Zone (established in a treaty some 5 years ago) separating the two realms. Strategic alliances by the Republic with some of the Neutral States (Bakura, Shindaarni, Sventorii) have also allowed a more peaceful time for everyone.

Prince Palomin and Warlord Noog have great plans for the Empire. From their secret research center on Shedan-Tor (195D), they are completing the 3rd Death Star. Once finished, this new super weapon (without any of the weaknesses of its 2 predecessors) would be the ultimate weapon in the galaxy. Already 1/3 completed, the new super space station already is home to the Dark Trooper Project. The new Empire is secretly developing armored battle suit for the elite of their Storm Troopers. To assist the Dark Trooper, special escort fighters and drop ship are also being designed and constructed, along with escort vessels and drop ship carriers. Once the Empire as finished training and equipping their troops with these new weapons, they will gain an important edge over the Republican forces, which still rely mostly on regular army troops to realize ground operations. Even with their Rangers (similar to Storm Troopers), the Republic will be hard pressed to put up a good defense.

As of today, the Empire has managed to manufacture a limited number of Dark Trooper suit prototypes. These are constructed of parts smuggled from the Galactic republic and manufactured on some Imperial worlds. The logistics involved in bringing the parts to the assembly lines aboard the Death Star are treacherous and kept hidden. Since Republican spies monitor any large movement of troops from the Empire, Noog has decided to rely on smugglers to bring the cargo to a rally point. From there, Imperial ships bring the goods to the Death Star.

The Empire plans to test the Dark Troopers in a real raid against the Republic within 24 months. Currently, the Empire still maintain a decent fleet of space ships: 9 Super Star destroyers, 80 Star Destroyer (Imperial-class), some 300 victory-class destroyers, over 1200 escort & frigate plus numerous gunboats and corvettes. Tie fighters (Advanced version) now make up the bulk of the Imperial fleet, and even those are slowly being replaced by the new generation of Advanced Mk II, as soon as they come out of the assembly lines aboard the Death Star. The Mk II are faster, carry more shields and better weapons than the regular Tie-Advanced: They are better then the Republican X-wing fighters.

Even with many projects and R&D underway, the Empire knows it is weak compared to the might of the Republic (ship ratio of 30 to 1 in favor of the Republic), but are aware that Republican resources are scattered across the galaxy or mostly mothballed in secured naval depot. The Imperial Intelligence estimate that full mobilization of the Republican resources would take up to 6 months. Once ready, they must act swiftly if they wish to be successful.

THE NEUTRAL ZONE & SOVEREIGN NATIONS

Scattered across the galaxy, stuck between the two super powers, exist a number of small, independent states. These peoples try to live their lives in peace, by keeping out of galactic politics. But, sometimes, events happen that make them get dragged into the everlasting conflict between the Galactic Republic and the Empire.

BAKURAN PROTECTORATE

A fairly large group of star systems within Republican territory, the Bakuran Protectorates share some loose alliance with the Galactic republic. Shortly after the destruction of the 2nd Death Star at Endor, the Bakuran home world was attacked by an unknown alien species from the Unknown Regions. The Bakuran called for the Galactic 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 elected to remain autonomous and free of the Galactic Republic/Empire conflict.

The current technological level of the Bakuran Protectorates is TL13, bordering on 14 in some applications. Although they have high technology, the Bakuran do not have a standing army. They are a people of peace and rely on diplomatic solutions to conflicts. Their citizenry is trained in the military arts and form a militia. In time of need, Bakura can draft up to a third of its citizens without affecting its production base.

One of Bakura's most respected organizations is the Foreign Legion. The Legion is the equivalent of colonial janissaries that are posted wherever Bakuran citizens work, especially in diplomatic missions such as consulates and embassies. The Legion's mandate is to protect, defend and secure all Bakuran assets outside of Bakuran space, without regards to the cost in lives and material. As such, the Legion has acquired a reputation for extreme fanaticism and most forces will sue for peace rather than fight does demons. The fact that the Legion are considered elite troops and are equipped with state-of-the-art TL14 Bakuran technology might also have something to do with that….

DJEMSOK FEDERATION

Also situated within Galactic 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 in peace. But not everything is idyllic for them: their worlds lack many important resources and many speculate that they will eventually petition for admittance in the Galactic Republic. The Djemsok are galactic technological average of TL12. They do field a standing army and navy, in order to patrol their borders.

SVENTORII AUTONOMOUS REGION

The Sventor are the worst situated of all neutral states. Stuck squarely in the middle of the Galactic Republic / Empire border, they are constantly implicated in political turmoil as each sides 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 Galactic Republic, lacking the resources to protect the Sventor against the enemy, can only watch. The non-intervention of the Galactic Republic is quickly creating a strain in the Sventor / Republic relations and might 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. Their navy is equipped mostly with surplus ships from the clone wars and cannot efficiently face-up with the Imperial fighting craft.

SHINDAARNI ALLIANCE

Also sharing their border with both Empire and Galactic Republic, the Shindaarni are in a better position then the Sventor, because 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. Some scholars even propose that they are a lost Precursor colony that managed to survive the Extinction and re-emerged at about the same time the humans did. The Shindaarni have achieved TL15 (or more in some fields) and are master of time and space. Both the super powers leave them strictly alone, fearing intervention in the continuing conflict. The Shindaarni are protectionists and have very strict control of their borders, rarely granting access of their space to anyone.

The average Shindaarni Defense Force (SDF) personnel are usually equipped with the following standard issue gear:

Advanced Powered Cyber suit with full chameleon array and infiltration armor implants (PD8, DR200). A variable force screen providing an additional DR200 increases this, for a total of DR400. The soldier wears an advanced combat helmet with a full suite of sensors and HUD elements, all linked and operated through implants in the brain. The Shindaarni soldier carries a disintegrator pistol and rifle (equipped with a Grenade Launchers and a magazine of 12 Vortex grenades or a mix of Vortex/mini-nukes).

HUTT SPACE

Nestled between Imperial and Republican space sits the region known as Hutt Space. A lawless bed of scum and villainy, Hutt Space is a haven for smugglers, criminals and anyone who's on the "most wanted" lists. Shortly after the downfall of the Empire, and before the Republic could consolidate too much power, many gang leaders flocked to Nar-Shadaa and from there they instituted an autonomous region know as Hutt Space. It is a region devoid of "official" involvement and where neither Republic nor Imperial forces are welcomed. Individual worlds are responsible for providing some for of police force, mostly to prevent major outbreak of violence.

THE NEUTRAL ZONE

About 6 years ago, after the last major engagement that gutted both the Galactic Republic Armed Forces and the Imperial Navy, diplomats met at Bakura and hammered a treaty that is mostly responsible for today's state of affairs. One of the provisions of the treaty was the establishment of a neutral zone separating the two realms and a "non aggression pact" for at least 15 years. The Neutral zone varies in width from 2 parsecs to 4 parsecs and separates the two superpowers so that they do not touch directly in any places. The neutral zone only separates the Galactic Republic and the Empire and thus does not extends within the boundaries of the other sovereign states, allowing free passage from one realm to the other through a 3rd party.

PRIVATE & NON-ALIGNED ORGANIZATIONS

INTERSTELLAR TRANSIT AUTHORITY

The Interstellar Transit Authority is a permanent non-profit organization whose role is to regulate and maintain the conventions for use of stellar coordinates and mapping conventions regarding the use of hyperspace. The ITA was created some thousands of years ago and as always been respected by every nations and governments. The ITA is responsible for the seeding, maintenance and update of the Hyperspace beacon network covering the galaxy. It owns a fleet of Nebula-class frigate to act as engineering centers and defense platforms.

The Interstellar Transit Authority is based on Nekor (260L), in the Neutral Zone. From there, the ITA Permanent Council and Assembly make their rulings about interstellar travel laws, and regulates the price of fuel production and distribution across known space.

Each of the major nations (Republic, Empire, Shindaarni, Bakuran) has a permanent representative on the council, is allowed a number of votes equal to the number of star system they represents and owns a Veto right on the council's decisions. The smaller nations (Djemsok, Sventor or groups of less than 10 star systems) are allowed a voting representative in the assembly, with a number of votes equal to the number of star system it represents. Rulings made by the Council and the Assembly is final and must be obeyed by every nations.

DAMAGE INCORPORATED

The largest mercenary company in known space, Damage Inc has a reputation for quick decisive actions and highly professional soldiering. They have access to a large, unknown, source for funding that allows them to constantly upgrade and maintain a large weapon, vehicle and ship inventory. Signing a contract with Damage Inc costs a lot of money, but is worth it. Only the most famous megacorporation or planetary governments can usually afford their combat rates.

Current verified intelligence on Damage Inc lists them as being able to field at least 8 regiments of infantry regulars (with appropriate support and combat vehicles, support and logistics requirements, field gear of all kind and artillery) and 2 squadrons of A-wings (with Nebula-class carrier). Further unconfirmed intelligence reports that they may have a lance (4 units) of Bakuran ST-1 fighters and a refitted Victory-Class Star Destroyer. Damage Inc's current HQ is located on Dartok (309O) in the Galactic Republic Badlands.

GOLIATH GMBH

Goliath Gmbh is the largest manufacturer of civilian and paramilitary weapons, armor and vehicles. It rules its multi-star system empire from its megalopolis HQ of David, on Balmorra (124V).

Goliath is well known throughout the galaxy for the manufacture of the Artemis Mk IV Hand Blaster pistol, the most sold personal weapon of all time, with over 350 billion pieces on the market to date. Goliath is also the sole supplier of the Galactic Republic's Rangers armament and gear.

INCOM CORPORATION

Incom Corporation is known across the galaxy for its main two products, the T-65B Aerospace Superiority Fighter and the Z-95 Planetary Dominance Fighter. Commonly referred to as the X-wing, the T-65B is the proud result of years of R&D by Incom.

Because of the superior engineering and design of its T-65B, Incom Corp as been selected as the sole supplier of fighters for the Galactic Republic Armed Forces navy procurement division. Incom currently works on the next generation aerospace fighter (research code named Z-wing) technology, which will start replacing current X-, A- and Y-Wings within the next 5 years.

SIENAR FLEET SYSTEMS

This small Para-governmental outfit is the current manufacturer of the Empire TIE ships and also supplies Storm Trooper armors and rifles to the Imperial Forces. The Imperial Household owns 60% of Sienar's stocks with the other 40% distributed among some 20 influential Imperial families. Sienar's HQ and manufacturing facilities are located on Sluiss Van (225E).

KUAT DRIVE YARDS

KDY is the largest manufacturer of spaceship and military technology in the known universe. At the time of the Empire, KDY manufactured the Victory-Class, Imperial-Class and Emperor-Class Star Destroyers. Today, since it now sits in Republican space, KDY as re-tooled its production base to manufacture Mon Calamari MC80 Star Cruisers.

Because there haven't been any wars in the past 10 years, KDY's shipyards have dropped their production base from a war-driven economy to a peace-economy. Only 18% of its

production facilities are now geared for military production, the rest responding to civilian needs and other national interests (Djemsok and Sventorii). KDY's shipyards and corporate HQ are located on Kuat (207W).

INDUSTRIAL AUTOMATONS CORPORATION

IAC is known throughout the galaxy for its top-of-the-line astromech droids, among which the well known R2 series. From its HQ on Teltir (135T), IAC rules the largest droid manufacturing factories and research laboratories. Teltir itself is a corporate world, with over 60% of its population base involved in some ways with IAC.

Beside the R1 through R7 series Astromech droids, IAC is reputed for its 1GD through 9GD Guard Droid series. A consortium owned by IAC manufactures protocol Droids of the C-series.

KYRIL & DARCH

The most advanced AI computers always bear the mark of K&D. treated by some like pieces of art rather than tools, K7D's AI and computers are so advanced that they balance on the threshold between TL12 and TL13.

All of K&D production is done on their home world Vergesso (176N), or in the numerous orbital stations staffed by the megacorporation.

K&D's holding in the Vergesso system are currently protected by a full regiment of Damage Inc, deployed under contract for a period of 6 years, with 4 years remaining.

THE BLACK WIDOW

The infamous Black Widow Company is a low-life mercenary band that borders on piracy. They have a reputation for unnecessary bloodshed, wanton mayhem and failure to complete contracts, sometime even turning on their employers. The fact that they are a damn efficient fighting force and are seldom stopped during their mission is possibly the only reason why anyone would want to hire them. Their current HQ and staging world remains a closely guarded secret and is unknown.

THE BLACK SUNS

The Black Suns are the most prominent criminal syndicate in the Galactic Republic. They also form the current ruling council on Atzerri (258R). Mempho Dracken, a human male of indeterminate age, currently leads the Black Suns. He rules his criminal empire with an iron hand and never tolerates error from any underlings.

The Black Suns are the major source of illegal traffic related to guns, technology and drugs. Their web extends all across the Republic and also deep in Imperial territory. It is rumored that Mempho Dracken sometime dines at Prince Palomin's table...

THE BROTHERS OF CHAOS

Out of their world of their fortified lair on Sarke (242M), the fanatic faithful of Morgk, god of chaos, terrorizes their Republican neighbors. The Brothers of Chaos (followers of Morgk) are a fanatical religious order that believes that the current bad situation of the Sventorii Autonomous Region is due to the "evil" and "decadent" Galactic Republic. They believe that only the Jihad can deliver the peoples of Sventor from an eternity of hardship and poverty.

Large sums of money are spent each year by Republican worlds near the Sarke region for anti-terrorists activities and protection. Republic Rangers based nearby all get extra training in anti-terrorism.

THE KNIGHTS OF AURORA

History is fraught with stories of good Jedi turned to the Dark Side that revolted against those they were once sworn to protect. Thus, some ordinary peoples banded together and created the Order of Aurora, to protect the people's interests against possible Jedi abuse. The Knights of Aurora are a secret organization that exists across the galaxy. It has existed for thousands of years and plans to exist for a thousand more. Members are accepted in the order based on their bloodlines and ties to existing members. No outsiders have been admitted in the past 500 years.

The Knight's home world is unknown, as are their numbers.

THE GROUP

The purpose of The Group remains mysterious to this date. They have been present in galactic affairs and history since the dawn of the Old Republic. From time to time, they have emerged with information that changed the course of history, while at other times their silence meant defeat rather than victory. No one can fathom The Group's true purpose.

Of the little information available from The Group, only the following have been verified true time: All of their operatives appear to be females, they seem to have some of the powers of the Jedi, they are extremely well informed about many subject even some top secret operations and they seem to have access to a rather important source of revenues.

The leader and the home world of The Group remain a closely guarded secret.

ROBOTIC TECHNOLOGY

USE OF ROBOTS

Robots are as common in the galaxy as are other biological life forms. Robots are everywhere and are used in all types of jobs. From the smallest messenger robots to the largest defender droids, they are an intrinsic part of the day-to-day life of every citizen of the galaxy. Robots are available from specialized shops or from private citizens as used goods. Although they are "self-aware" and imbued with their own personality and quirks, robots are considered property and can be treated as seen fit by their masters. The relationship between owner and droid is very similar to slavery, although it is not considered as such due to the obviously artificial life of the droids.

Some droids, for different reasons or fluke of destiny, are without masters. Such droids are always regarded as oddities and suffer from a major social stigma. On some world, "free" droids are illegal and are hunted down and destroyed. Most citizens will not approach or deal with a "free" droid, afraid that it might be defective and dangerous. There is no "standard" programming that prevents droids from harming their masters or other sentient beings. Most droids, even if self-aware, are somewhat restricted by the original programming and the role for which they were created. Thus, most droids not designed for violence will not even conceive the possibility that they can do violence to others.

THE TABOO OF AUTOMATION

On many worlds, and across the galaxy in general, strong cultural traits exist against over automation and the use of computer sand robots to replace humans to do certain jobs. Two major events have created this social taboo among the citizens and politicians of the galaxy. The first one was the Outbound Flight Project (in 20441 GRR) and the second the Naboo Crisis (20455).

The Outbound Flight Project was a major undertaking to explore beyond wild space and possibly reach another galaxy. Scientists had fully automated over 200 dreadnaught-class cruisers and slaved their systems together so that they could act as one single entity. The result was disastrous as the whole fleet jumped and disappeared together. Although it's been found and the mystery explained, the Outbound Flight experience proved that over automation could be dangerous.

The Naboo crisis is a different matter. Although it involved much automation, its main problem was with the usage of droids during the crisis. In 20455, the Trade Federation invaded the planet Naboo with whole armies of combat droids, aerospace fighter droids and fully automated star ships. With an almost limitless source of troops (they just had to build more if needed), there seemed to be nothing to stop the invasion from reaching completion. Many senators quickly saw there a possible danger for the whole galaxy: What if a tyrant appeared with planet full of battle droids? What if worlds banded together and started conquering their neighbors with armies of such droids and space ships? What could the Republic do? All these concerns brought the Senate to regulate the ownership and usage of droids. Needless to say, with the eruption of the Clone Wars, the same attitude would quickly grow towards clones as tyrants actually did with clones what was feared of droids...

Current Republican and Imperial laws ban the use of robots as crew complements (they are allowed if the total droid population aboard ship represent less than 15% of the total crew complement). Furthermore, all ship systems are designed without automation hook-ups and other similar communication protocol and devices. It is possible to jury rig automation systems in space ships and certain states (like Bakura and the Shindaarni) have no qualms about automation or droids in general.

RESTRAINING BOLT

The easiest way to stop a droid from performing actions is to shut it down. Doing this can be achieved in two ways: flipping the appropriate switch on the droid (assuming it lets you get access to it...) or using a restraining bolt or collar.

The restraining bolt is a small piece of hardware that is installed on the exterior of the droid, near its main power source. When activated, it temporarily short-circuits the power conduits and blacks out the droid, effectively shutting it down. The bolt comes with an integrated sensor that can determine where it should be placed for best result. It also contains a powerful encroaching anchor that allows it to be placed without damaging the droid, while still preventing is removal by the same droid. A special key is used to remove the bolt.

Restraining collars are simpler gear that is basically a cuff sets for droids: They are placed around the main propulsion system, preventing the droid from moving.

Typical prices vary between $75 to $200 for a bolt and $50 to $100 for a collar. Restraining bolts and collars are legality class 1.

PLAYER CHARACTER ROBOTS

Playing a droid can be as much fun as it can be a challenge to most players. With a universe as diversified as the Star Wars universe, and with droids so common across the

galaxy, it will be tempting to play a droid. if using GURPS Robots rules, you will quickly realize that building a simple robot like R2-D2 will make it a very expensive PC or NPC. To palliate this, we recommend that the GM and player agree on the capacities of the droid and forget about the point value, only considering that the robot costs whatever point brackets the other players are allowed. The player should be allowed to earn experience in the regular manner and find ways to "upgrade" itself and "buy" new programs and aptitudes. Remember that most droids not owned by a master have the disadvantageous social stigma of being "Free Droid"...

TYPES OF ROBOTS

The following droids are among the most commonly encountered types. More defined statistics and "blueprints" can be found in the GURPS Star Wars Technical Manual.

ASTROMECH DROIDS
(LC2, $15,000)

Typically of the R1 through R7 series and built by Industrial Automaton, the Astromech droids are used across the galaxy as co-pilots and navigators aboard small craft and fighters.

DECON DROIDS
(LC1, $1,000)

Used in agricultural tasks, the small Decon are modern equivalent to automated laboring equipment. They will tend and gather all manner of vegetables, plants or fruits, as well as tending soils and prepare an area for agricultural purpose.

DEFENDER DROIDS
(LC5, $50,000)

Defender droids are huge, armored droids designed to guard and defend military or sensitive installations. They are usually armed with fusion guns or repeater blaster canons. Defender droids are manufactured by Synertech-Delta and are tagged DF1 through DF9 series.

GLADIATOR DROIDS
(LC3, FROM $5,000 TO $50,000)

These huge and heavily armed droids usually slug it out in controlled arenas for the pleasure of onlookers. Most

gladiator droids have secondary programming in case they get out of hands and need to be destroyed.

GUARD DROIDS
(LC3, $35,000)

The 1GD through 9GD series, built by Industrial Automaton, is the most common guard droid model found in both Republican and Imperial holdings. The GD series are very difficult to subdue and are extremely loyal to their programming and masters. The GDs are designed with a built-in safeguard that prevents the use of restraining bolts on them.

INTERROGATOR DROIDS
(LC5, $5,000)

One of the principal droid in the Imperial arsenal, the ITG series droids are small ball-like droids armed with numerous medical tools capable of handling the administration of drugs in many species.

MEDICAL DROIDS
(LC2, $20,000)

Representing a generic type of droids, the medical droids are found everywhere across the known galaxy. Used to replace doctors in long-term interventions (i.e. operations lasting more than 4 hours), the medical droids are fully proficient in most types of medical interventions.

MESSENGER DROIDS
(LC1, $300)

The small box-like droids, no bigger than a small cat, are used across the galaxy to ferry messages that are either too complicated for the data nets or messages that require security and heavy encryption. In some governmental offices, MSD are sometime more numerous than any other employees.

PROBE DROIDS
(LC4, $30,000)

The huge probe droids are fully aware AI units with the ability to think their mission through and actually complete their assignments by stealth and a measure of guile. Probe droids carry a full suite of sensors and recording equipment, along with numerous arms and weapons. In case of capture, probe droids are programmed to self-destruct.

PROTOCOL DROIDS
(LC1, $15,000)

Extensively used across the galaxy by government officials, the golden Protocol droids are used as translator, secretary and majordomo in many diplomatic and government functions. The most famous protocol droid is undoubtedly C3-P0, attached to the Office of the Chief of State. Another version (silver in color) also exists to serve in the roles of corporate attaché and secretaries. These silver droids are cheaper and less competent than the golden protocol.

RECON DROIDS
(LC5, $10,000)

Small fast moving robots, Recon droids are very popular with Bounty Hunters and military units. Recon droids (manufactured by Silta-Cha Technologies under the code name RDD series) are usually "armed" with numerous sensors and communication devices, used to report back to their controllers.

SHIPYARDS DROIDS
(LC2, $8,500)

Shipyard engineers use these small droids to assist them in inspecting ships and structures, to execute small repairs and otherwise perform tasks that larger sentient beings are unable to perform. A master unit aboard a shipyard drone usually controls them.

TECH DROIDS
(LC1, $12,000)

Another generic type of droids, this "class" represents all manners of droids whose role is to intervene and work on equipment in lieu of engineers or technicians.

SPACE TRAVEL & SPACESHIPS

All vehicles described in this book and in its companion GURPS Star Wars Technical Manual, have been designed based on GURPS Vehicles, 2nd edition, 2nd printing. Some of the rules have been twisted a little in order to reflect technologies seen in the Star Wars movies. Also, additional technology has been to complement GURPS Vehicles and this world book. For complete starship design rules, refer to the GURPS Star Wars Technical Manual.

ACCESSORIES FOR SPACESHIPS

NAV SENSOR ARRAY

A multi-purpose navigation instruments (Galactic INS & GPS, IFF and navigational computer), communications (FTL and tight-beam) and sensor / targeting device (Ladar, Radar, AESA, PESA and multi-scanner). The Scan range is expressed in miles while the combat range, representing target locks, is expressed in yards. All nav sensor arrays are considered legality class 1.

Unit Type	Scan (in miles)	Combat Scan (in yards)
Small	100,000	1,000,000
Standard	500,000	2,250,000
Large	1,000,000	4,000,000
Compact Option	-	-
Long Range Option	X4	X2
FTL Option	12 parcecs	-

INTERDICTION FIELDS & GRAVITON GENERATORS

Interdiction fields are the bane of space pilots and navigators. Because of the physics behind FTL travel, gravity fields play a major role in the ability (or lack thereof) of a ship to enter hyperspace. Any large gravity field will prevent a ship from entering hyperspace and will bring one out off hyperspace with drastic results. Special ships, called interdictor cruisers, exist that are equipped with powerful gravity well generators. These large projectors are designed to create a large gravity shadow across a ships path, preventing it from entering hyperspace. Gravity well projectors are discussed in GURPS Star Wars Technical Manual.

GURPS STAR WARS SOURCEBOOK

WEAPONS FOR SPACECRAFT

For complete game statistics on spaceship weapons, please refer to the table in the Charts & Tables section at the end of this book.

MISSILE & PROJECTILE WEAPONS

PROTON TORPEDOES LAUNCHERS (PTL)

The PTL is the basic launcher system for the popular Proton Torpedoes. It consists of a mechanical launch tube that ejects the torpedo from the tube at supersonic speeds (when firing in atmosphere, a sonic bang can be heard each time the weapon is fired). Once free of the tube, the Torpedo operates on its own.

PROTON TORPEDOES (PTORP)

The PTORP is an energy, single-shot weapon. The proton torpedo contains its own power source, which allows it to sustain the required speed (supersonic) and firepower to attack its target. The PTORP is catapulted out of the launch tube and ignites its own thrusters once cleared of the firing tube. The PTORP carries enough fuel to travel up to 30,000 yards in atmosphere. In space, maximum distance is unlimited, as the PTORP will continue on its vector even once its fuel is depleted. The explosive charge on the PTORP is made of a mix of protons and anti-protons that are synched to react together in stasis. Once the stasis is broken (due to impact), the protons and anti-protons mix and thus create a small controlled anti-matter explosion.

MISSILE LAUNCHERS (MSL)

The MSL is the most common weapon available, principally due to its low cost. It is the basic launcher system for the cheap and common concussion missiles sold across the galaxy. It consists of a mechanical launch tube that keeps the missile idle until needed. It does not eject or fire the missile per say, but simply holds it and guides it for launch. Most MSL are equipped with laser or neutrino guidance systems to assist the CMIS in acquiring targets. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar and directional systems.

CONCUSSION MISSILES (CMIS)

The CMIS, along with its launcher, is the most common weapon available and that principally due to its low reload cost. It is a basic solid-fuel propelled explosive warhead (HEADPS). Most CMIS are equipped with laser or neutrino guidance systems to assist them in acquiring targets. The information is usually fed to the CMIS by its parent MSL. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar and directional systems.

BLASTER (SPACE-BASED)

Blaster weapons all function in a similar way. The basic principle behind blaster technology is the plasma charge. The weapon uses its energy to heat a small amount of nitrogen (extracted from the atmosphere or from a small tank built into the weapon) into a semi-plasma state (gases at very high temperatures). The weapon then draws energy from the power cell to produce and emit a low-yield, charged particle field to support the semi-plasma state of the nitrogen. This "packet" of plasma is expelled from the weapon along the carrier particle field.

The overall effect gives the illusion that a "bolt" of orange/red energy is expelled from the barrel of the weapon. Because of the coldness of deep space, space-based blasters appear less efficient than their atmosphere-based cousins. This is due to the fact that the extreme temperature of deep space causes the semi-plasma state to loose heat (and thus power) rapidly. The end result is that space-based blasters do not provide anti-armor penetrating power. Because the bolt looses temperature rapidly it will only generates surface damage (crushing) rather than penetration damage (impaling).

SPACE BLASTER CANNONS (SBC)

The SBC is the smallest blaster available for space ships. It provides low-yield firepower and is used mainly as a deterrent or defensive weapon.

SPACE HEAVY BLASTER CANNONS (SHBC)

This heavier version of the SBC provides added firepower through a larger energy output. It is still limited like any other space-based blasters and is mostly relegated to support or defensive fire.

SPACE REPEATER BLASTER CANNONS (SRBC)

The SRBC is a favored weapon by most merchant captains as it provides gatling strength firepower against targets. It is often found in a defensive role against infantry and/or space-suited troops.

LASER CANONS (SPACE-BASED)

Most laser weapons function in the same way. LASER is an acronym for Light Amplification by Stimulated Emission of Radiation. The weapons fire a stream of high-energy x-rays jacketed in an ionized particle field, creating the visual effect of a bolt rather than an invisible beam of radiations like a normal laser. Because of their high power yield, lasers do impaling damage. They are designed to penetrate armor and to keep on going once the target is breached. Direct hit

damage from a laser weapon will often result in explosive decompression of the damaged ship section.

LIGHT LASER CANNONS (LLC)

The LLC is the main weapon of choice for most small crafts in space today. It provides a decent yield of damage, while remaining light and affordable enough.

MEDIUM LASER CANNONS (MLC)

MLCs are the larger brothers of the LLC. Found mostly in military vessels or on larger civilian ships, the MLC operates on a balanced design of good firepower and sensible energy consumption. Although it is a somewhat bulky weapon, its firepower compensates for its largish size.

LARGE LASER CANNONS (LRLC)

The LRLCs are the top of the laser canons family. They are considered heavy weapons and generate a high amount of firepower. The LRLCs are found mostly on military ships as secondary weapons.

GATLING LASER CANNONS (GLC)

The GLC is better known by its more common name of "Quad Laser". That name comes from the fact that the GLC is equipped with 4 barrels, each able to fire 2 shots per seconds, giving the weapon its overall Rof of 8. The "Quad" is a favored weapon among civilian merchant ships, as it provides great firepower in both offensive and defensive roles, especially when used in anti-aircraft barrages.

LASER BATTERIES (TURBOLASERS)

Turbolasers are basically very powerful laser canons operating in "boosted" or gatling modes. The principle remains the same as with regular lasers, except that Turbolasers will use more power and concentrate the beam somewhat more than the regular canons. The end result is a weapon that provides increased firepower, but at a greater energy consumption costs and at a greater size (due to added cooling and amplification gear).

 Another facet of Turbolasers versus canons difference is in the turbo crew requirements. While a laser canon may be fired automatically from a single gunner emplacement, Turbolasers require a crew to man and fire the gun. STBL requires a crew of 3, TBL a crew of 5 and LTBL a crew of 8.

SMALL TURBOLASERS BATTERIES (STBL)

The smallest of the three members of the Turbolaser family, the STBL (often dubbed Killer Baby) provides great firepower (over twice that of the LRLC) in both offensive and defensive roles. The STBL is the weapon of choice on many military patrol crafts such as Corellian Corvettes.

TURBOLASER BATTERIES (TBL)

The most common heavy weapon in space, the TBL equips most military vessels as the main gun type. The TBL is a powerful weapon, able to shot down and destroy most types of aerospace fighters with a single salvo. Its heavy firepower also makes it the weapon of choice in such roles as naval warfare (heavy ship against heavy ship) and siege warfare.

LARGE TURBOLASER (LTBL)

The largest weapon available for naval ships, the LTBL is feared by most ship captains and pilots. Able to destroy many small ships with a single shot of its powerful barrels, the LTBL is found mostly on capital warship such as Mon Calamari cruisers and Imperial Star Destroyers.

DISRUPTION (EMP) WEAPONS

Disruption weapons are among the most common type of weapons found on civilian vessels. Mainly a defensive weapon, EMP guns are used to disable, rather than destroy, the opponent. The principle is rather simple and as been known for tens of thousands of years: The gun fires a bolt of ionized energy (photons or electrons) at a target in order to create an EMP pulse and thus disrupt the target's electronics and avionics.

If the bolt hits a target, the craft must make an HT role or take the appropriate effect. LIC attacks will make the roll at HT -3 (using size modifier as a bonus) or have 1d6 electronic-based systems disabled for HT turns. IC will roll at HT-7 (using size modifier as a bonus) or have 2d6 electronic-based systems disabled for HT turns. EGs will roll at HT-12 (using size modifier as a bonus) or have 3d6 electronic-based systems disabled for HT turns.

LIGHT ION CANONS (LIC)

The smallest EMP gun available on the ship's market, the LIC provides a good protection-to-cost ratio to its owner. Easy to maintain and not requiring any gunner (can be fired by a dedicated computer), it is a perfect buy for small operators or single-crew ships like the T-38s.

ION CANNONS (IC)

A common design, the Ion canon is just a larger version of the LIC. It provides greater disabling power, but at a greater cost. It is mostly used aboard medium-sized ships or planetary patrol boats.

EMP GUN (EG)

The largest pulse weapon available, the EMP gun is mostly used on large military vessels as a capture system, in conjunction with tractor beams.

ARMOR & SHIELDS

ARMOR

Most armor available for spaceships will be manufactured of high-tech composite materials. Because of the dangers inherent to space travel, current regulations forbid the use of certain types of armor plating that might be considered a risk to navigation.

All armor is considered to be somewhat ablative and requires maintenance on a regular basis (mostly due to the rigors of space travels like meteorites and other space dusts encounters). As a rule of thumb, figure that a refit (cost of 15% of the armor value and requiring about 1hr per 100DR) is required after every 20 trips.

DEFLECTOR SHIELDS

The basic of any line of defense against attack for ships, installations and many planets, the Deflector Shield represents a deflective protection rather than a blocking protection (like the force screens). Deflector Shields always offer a constant degree of protection, and are not affected by the amount of attacks they deflect.

FORCE SCREENS

All force screens are considered variable (according to GURPS Vehicles 2nd ed.) and can be combined with the Deflector Shields option. All Force Screens (Providing DR) are ablative and will loose 1DR per 10 points worth of damage received. Under normal use, shields will regenerate damages done at a rate of 10DR per rounds. The shield will need refitting if reduced to 0 DR. Crew engineers can accomplish this in dry dock or on the fly if the ship is equipped with a workshop. In both cases, dismantling of the shield generator unit is required, thus withdrawing any defenses from that particular side. All shields and screens are legality class 1.

(Example #1: a DR2000 shield receives 300 points of damage. It resists, but looses 30DR, becoming a DR1970 shield. On the next round, it regenerates up to DR1980, if no more damage is done. Example #2: a DR850 shield receives 1000 points of damage. It does resists some but let 150 points of damage go through to damage to spacecraft. Also, that shield looses 85 points of DR and becomes a DR765 Shield. On its next round, it will regenerate up to DR775).

POWER PLANTS & STAR DRIVES

HYPERDRIVE

The Hyperdrive is the only known way to travel between star systems without spending years doing it (like with sub light engines). The mechanics of faster-than-light travel are described in the stellar mapping section.

TRAVEL SPEED & TIME

Hyperspace travel times and speeds are described in detail in the Stellar Mapping & Astrogation Chapter. The basic level of speed is called H1 (Hyperdrive level 1) and represents the "typical" speed / time used when traveling in hyperspace. Ship's Hyperdrive can be designed and built to increase this base speed. These augmented drives are classified according to their increments of the H1 drive, from H2 to H10. Each increment in scale of the base speed will reduce required travel time.

The Hyperdrive design is similar to the one found in GURPS Vehicles 2nd edition. Each hyperdrive motivator's speeds are based on the number of tons that are carried across hyperspace.

Hyperdrive Class	Time Factor	Legality Class
H1	Standard	1
H2	Reduced by 10%	1
H3	Reduced by 20%	1
H4	Reduced by 30%	1
H5	Reduced by 40%	1
H6	Reduced by 50%	1
H7	Reduced by 60%	1
H8	Reduced by 70%	2
H9	Reduced by 80%	2
H10	Reduced by 90%	2

CORBANA (CORFAIZE-TIBBANA) GAS TURBINES (CTGT) TL12

The Corbana Gas Turbine is similar to TL10 fusion air-ram. It uses a mix of Corfaize and Tibbana gases, and a fusion reactor to burn those two into plasma and expels it out of the engine assembly, producing thrust. The CTGT assembly contains its own internal fusion reactor to burn the mixed Corfaize & Tibbana into plasma. The main difference between the fusion air-ram and the CTGT is that the CTGT functions as a closed circuit and can thus be used in vacuum. The CTGT is more powerful than their equivalent fusion air-ram and provides a much higher thrust-to-mass ratio.

GURPS STAR WARS SOURCEBOOK

SPACESHIPS RECOGNITION REPOSITORY

The following are typical ships used by most nations. Specific types are listed with their corresponding nation of origin. More comprehensive listings with fuller details can be found in the GURPS Star Wars technical Manual.

Type	Origin	Vol	Weight (tons)	PD DR	HT HP	Cost (millions)	Speed	Hyper Drive	LC	Crew	Weapons
Tie-Fighter	Imperial	460	14.5	8 3000	12 1200	7.00	60Gs Mach 15.8	H4	6	1	2x LIC 2x BC
Tie-Interceptor	Imperial	400	11.0	8 2000	11 800	7.40	80Gs Mach 17.5	None	6	1	3x LLC 1x PTL 8x PTORP
X-Wing (T-65B)	GRAF	520	18.2	8 3000	12 3600	21.10	50Gs Mach 13.5	H5	3	1	4x LLC 1x PTL 8x PTORP
Y-Wing	GRAF Foreign States	470	16.2	8 2200	12 2400	14.50	40Gs Mach 10	H4	4	1	2x MLC 1x LIC 1x PTL 8x PTORP
B-Wing	GRAF	850	20.0	8 3200	12 3600	28.15	50Gs Mach 13.5	H5	5	2	1x TwinBC 3x PTL 24x PTORP 2x LIC 1x HBC
Lambda-Class Shuttles	All	4,900	117.5	8 3600	10 6000	43.00	25Gs Mach 7.0	H6	2	4+24	2x MLC 2x HBC
Sentinel-Class Troop Carriers	Imperial	162,000	2,550.0	8 3600	9 60000	790.00	30Gs Mach 8.0	H3	5	43+250	2x LRLC 3x RBC 3x MSL 27x CMIS 2x LIC
YT-1300 Light Freighter	All	20,000	426	7 3350	8 7500	30.40	25Gs Mach 7.0	H7	1	2+12	2x QLC 2x MSL 16x CMIS 1x RBC
T38 Personal Multi-purpose craft	All	5,000	137	8 3000	9 6000	23.00	20Gs Mach 6.0	H5	2	1+4	2x MLC 2x MSL 40x CMIS
Victory-Class Star Destroyer	Imperial	25 million	490,000	8 5000	11 250,000	65,000	30Gs	H10	6	17,000	1x LTBL 12x TBL 30x STBL 20x MSL 200x CMIS 12x LIC
Imperial-Class Star Destroyer	Imperial	40 million	970,000	8 7000	11 400,000	155,000	25Gs	H9	6	33,000	2x LTBL 24x TBL 70x STBL 40x MSL 800x CMIS 40x LIC 15x IC
Emperor-Class (super star destroyer) Command Battleship	Imperial	200 million	1,625,000	8 11,000	12 850,000	950,000	15Gs	H8	6	85,000	4x LTBL 40x TBL 120x STBL 100x MSL 3000x CMIS 40x PTL 1000x PTORP 100x LIC 40x IC 12x EG
CR90 (Corellian) Corvette	All	600,000	9300	8 3500	12 120,000	12,500	30Gs	H7	3	3,500	2x TBL 4x STBL 3x LIC 12x QLC

GURPS STAR WARS SOURCEBOOK

Type	Origin	Vol	Weight (tons)	PD DR	HT HP	Cost (millions)	Speed	Hyper Drive	LC	Crew	Weapons
Nebula-Class Frigates	All	2 million	170,000	8 4000	12 165,000	45,000	30Gs	H8	4	7,000	4x TBL 6x STBL 4x IC 2x EG 8x MSL 96x CMIS
MC80 Mon Calamari Star Cruiser	GRAF	80 million	1,080,000	8 8500	12 500,000	775,000	25Gs	H9	6	45,000	3x LTBL 30x TBL 85x STBL 140x LRLC 60x MSL 2000x CMIS 25x PTL 600x PTORP 80x LIC 25x IC 4x EG
Prince-Class Interdictor	All	12 million	320,000	8 3500	11 75,000	1,750	20Gs	H6	5	22,000	24x QLC 3x STBL 12x PTL 144x PTORP 40x MLC
Goliath Space Stations	All	120 million	1,300,000	8 7000	12 2 million	3,450,000	1Gs	None	3	250,000	1x LTBL 15x TBL 40x STBL 40x MSL 400x CMIS 20x LIC
Imperial Death Stars	Imperial	Planet	Planet	Planet	Planet	68.5 billion	3Gs	H3	6	Millions	1xSuperTBL 2,000x LTBL 7,000x TBL 12,000x STBL 120,000x HBC 300,000x QLC
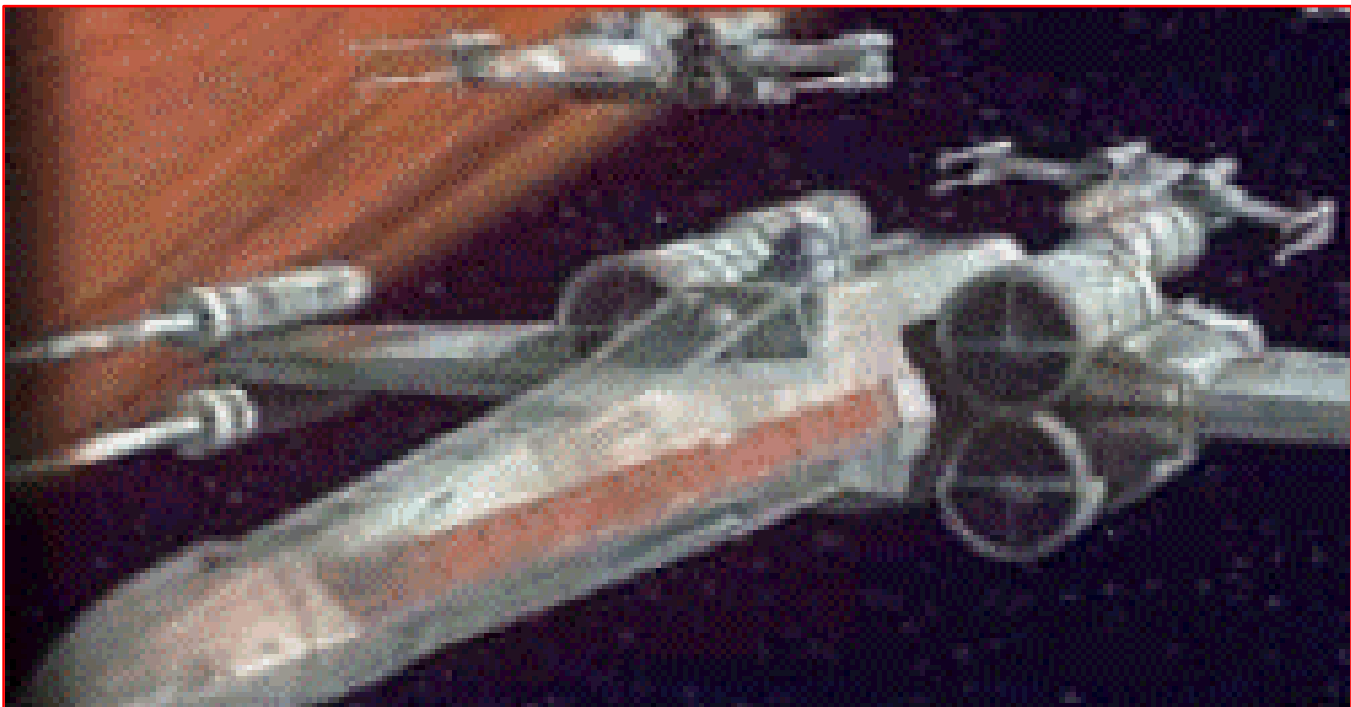
GURPS STAR WARS SOURCEBOOK

TRANSPORTATION & GROUND/AIR/WATER VEHICLES

At the galactic average TL12, there are no transportation problems. Nuclear Power units and Fusion Power Plants produce 98% of the galaxy's vehicle motive power. Repulsorlift remain 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, although they tend to disappear slowly as these worlds are reaching higher techs levels.

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

PUBLIC TRANSPORTATION NETWORKS

On most worlds in the Galactic Republic, extensive public transportation networks exist to ferry citizens between locations. These network serve a vital purpose for commerce and planetary economies in general as they also a lot of the planet's goods and products.

Among the most common forms of public transportations, one can find such systems as Maglev trains, monorail subways, repulsorlift speeder taxicabs and repulsorlift buses. For the transportation of goods and products, most governments will make available systems like Maglev robot trains and automated cargo drones.

High-speed repulsorlift trains, similar to Maglev, usually handle traveling between cities and across continents. These voyages can take anywhere from an hour to many days. Another very popular way to travel great distances is by sub-orbital shuttles, a service provided by many transportation companies.

PRIVATE TRANSPORTATION

Most worlds will have some form or other of privately owned vehicles. The steps required are usually quite similar on most worlds: The operator must first pass a competency test (sometimes preceded by the appropriate training).

Following is success of the test; the authorities will issue him or her a competency card that gives him the right to use the vehicle type for which he or she tested. Multiple competencies may require multiple testing, depending on local regulations. Once the operator his allowed to use the vehicle in question, he may then purchase and operate it. Some nations will also require the vehicle to be registered with the proper authorities. The government or the appropriate agency may also require some form of insurance and/or guaranties from the operator and/or owner of the vehicle.

Ownership of vehicle varies widely from one world to the other. In some cases, only the government is allowed to own and operate certain types of vehicles, while in other cases, individual may own anything from a man-powered tricycle up to a Corellian gunship... The individual should check local laws and regulations before purchasing a vehicle.

TRANSPORTATION COSTS & COMMERCE:

For people using public transportation services, certain average prices apply, usually charged by the operating company. The following table lists some of the most common costs of transportations:

Type	Maximum Distance	Cost / Unit
Sub-Orbital Shuttle	Worldwide destination	$200 to $2500 per passenger per trip
Maglev trains	Within city and suburbs limits	$5 per passenger per trip
Monorail subways	Within city limits	$2 per passenger per trip
Speeder taxicabs	60 miles	$3 base + $0.50 per mile, per trips
Repulsorlift buses	Within city limits	$2 per passenger per trip
Maglev robot trains	Continental destinations	$1 per pounds per 100 miles
Cargo drones	Continental destinations	$0.50 per 5 pounds per 100 miles
High-Speed Repulsorlift trains	Continental destinations	$25 to $300 per passenger per trip

GURPS STAR WARS SOURCEBOOK

MILITARY VEHICLES

Type	Origin	Vol.	Weight	PD DR	HT HP	Cost thousands	Speed	LC	Crew	Weapons
At-AT	Imperial	2,000	115,000	4 1,800	8 1,500	4,500	70 mph	6	4+12	2x ModLRLC 1x QLC
Attack Speeders	All	200	12,000	4 1,000	12 750	800	1000 mph Mach 1.3	4	2	2x twin BC
AT-ST	Imperial	200	12,000	4 1,300	9 400	550	90 mph	6	2	1x HBC
Military Speeder Bikes	All	10	915	4 80	12 45	220	630 mph	4	1	1x BC
Chariot Command Speeders	All	1,450	85,000	4 1,650	10 1,200	15,500	450 mph	4	4+15	1x HBC 2x QLC 1x MSL 6x CMIS

CIVILIAN VEHICLES

Type	Origin	Vol.	Weight	PD DR	HT HP	Cost thousands	Speed	LC	Crew	Weapons
Civilian Speeder Bikes	All	10	800	1 10	9 40	12	350 mph	2	1+1	None
Civilian Land Speeder	All	250	8,000	2 25	8 600	17	250 mph	2	1+3	None
Ground Car	All	220	2,000	2 15	8 400	12	200 mph	2	1+4	None

EQUIPMENT & DAY-TO-DAY 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 recluse worlds are above galactic average and can even reach up to TL15. Unless specified otherwise, technologies described in this book are galactic average, TL12.

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 as not yet been developed or has been banned. Overall, past experiences have shown that too much automation and medical sciences can have a devastating effect over a society. This is why the technology has evolved to "Super Science", but remains somewhat bulky and simple, often requiring certified personnel to handle. A good example is aboard spaceships: a large number of engineers are required for the ship's drives, because they are not heavily automated. Some races, namely Bakuran and Shindaarni, do not have the same taboo and use heavy computerization and automation in their design.

GENERAL TECHNOLOGIES

HYPERDRIVE

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. There are some very rare individuals or races that have a natural knack for hyperspace navigation: Those are highly praised as navigator and usually are worth a lot to ships captains. Jedi also have the ability to instinctively calculate hyperspace jumps by using their Force abilities.

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 taught scientists, governments and the

public to be afraid of the miracle brought by that science. Scientists that actively pursue cloning research can be prosecuted by the states and are eligible to life sentences on the worst prison planets that the Galactic republic and the Empire can offer to convicts. Some worlds, mostly in the neutral states, do practice cloning. Since those are outside of the Republican or Imperial sphere of influence, there is little the super powers can do about it.

BIONICS

The advantages of bionic reconstruction are well known and widely used in the galaxy. Bionics has evolved in a distinct branch of medicine. All bionic reconstruction is assumed to imitate the replaced part perfectly, unless the patient decides otherwise. Bionic is used only in cases where Bacta regeneration is not possible, like when a hand was completely severed and lost. Base costs assume human-looking bionic parts, with standard attribute values (10).

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. GM's may wish to impose a "social Stigma: Cyborg" @ 10 points disadvantage to players that wish to have bionic equipped PCs.

SENSORS

Sensor technology is quite evolved at TL 12. Most sensors as described in GURPS Ultra-Tech and Ultra-Tech2 are available. The final word is up to the GM, in order to respect the flavor of the game world he or she created.

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. This is a direct result of the lack of computerization and automation in the galaxy.

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, but only on very large

spaceship like star destroyers. Because of this, spacecrafts engines remain bulky and require a large number of personnel to maintain them.

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. The Supertec Gas Turbine, allowing a safe and environmentally friendly alternative to combustion of fossil fuels, also propels many ships and vehicle.

GRAVITY TECHNOLOGY

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. It is also possible, through manipulation of the gravity field surrounding a vehicle, to achieve some movement. This allows, as an example, a fighter to move away from ground crews before engaging its thrusters.

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 loosing its footing and flying off into space. Today, passengers can go about their business on spaceships as if they were still on the ground. Because of this though, many space travelers do not know even the basics of Free Fall manhandling and would be helpless if their craft lost its gravitational field.

INTERDICTION FIELDS & GRAVITON GENERATORS

Interdiction fields are the bane of space pilots and navigators. Because of the physics behind FTL travel, gravity fields play a major role in the ability (or lack thereof) of a ship to enter hyperspace. Any large gravity field will prevent a ship from entering hyperspace and will bring one out off hyperspace with drastic results. Special ships, called

interdictor cruisers, exist that are equipped with powerful gravity well generators. These large projectors are designed to create a large gravity shadow across a ships path, preventing it from entering hyperspace. Gravity well projectors are discussed in GURPS Star Wars Technical Manual.

COMPUTERS

Small 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. Larger systems, like those found aboard starships, are multipurpose systems with multiple capabilities not restricted to a specific task. Such systems are usually a group of parallel processing computers, each with their own subset of tasks.

USING COMPUTERS

Using the Computer Operation skill is so easy that the skill defaults to IQ+1. Programming computers is also relatively easy and no longer requires years of training. The skill Computer Programming is no longer M/H but only M/A. Hacking computers is a different story: Because computers are 99% of the time AI systems, they can FEEL someone trying to fool around in their "guts". Thus, the hacker is at greater risk when attacking a computer system. Many larger systems include efficient defenses such as electric current feedback and numerous safety subprograms. Computer hacking skill is M/VH and always rolls at –3 on computer systems. Many hackers have had their brains fried when hacking while hooked in a neural interface. Prudent hackers, or those using standard interfaces (keyboard, voice, HUD, etc.) usually live longer lives, but eventually get caught when the AI notifies police that it is being "assaulted".

TRANSLATORS

There are many races in the galaxy, and none of them really speak the same language. Because humans are so prolific and have managed to expend to the far reaches of the galaxy, they can now be found anywhere and make up about 80% of the galactic population. The humans have made up most of the galaxy wide ruling government for over a thousand years, and have managed to impose their language as the "default" official language in the galaxy. As such, "Basic" is the most known and spoken language. Although the TL level is high, it still does not permit the design and manufacture of "translators", thus obliging sentient to learn other languages if they need to communicate. Most space travelers will speak basic plus at least 1 or 2 other languages. People that do not travel will usually only speak their native tongue.

POWER

The most common form of power generation for building and large installation is the Cold Fusion Power Plant. Pollutant fossil fuels are almost extinct, except on very low-tech worlds (TL5-). The most widespread energy source is the Corfaize-Tibbana Gas Turbine (CTGT). Although the CTGT is used mainly in vehicles and spaceships, it is sometimes found as the power source for larger robots and some older installations. Because CTGT burns fuel and thus is somewhat costly in the long run, most vehicles and ships will have a secondary power source, usually an NPU (Nuclear Power Unit) instead of the bulkier Fusion plants.

High tech nations such as the Bakuran and Shindaarni use anti-matter in their starships (Bakuran & Shindaarni) and in day-to-day use (Shindaarni).

MEDICAL SCIENCES

With the discovery of cloning and bionics, most doctors believed that most accidents and diseases could be cured. They were wrong. Cloning was rapidly outlawed in the galaxy, so that venue of solution was closed to doctors and health officials. There remains only bionics, but in cases where the member was not to be amputated, bionics could do little. Many patients came to the hospital with degrees of ailments that required a more subtle level of intervention. The medical corps started researches in genetics and other parallel technologies issued from cloning. From there, they were able to create special viruses and molecules that could be tailored to a specific need and injected in the patient. Again, that was not sufficient to cure everything...

By a total fluke of chance, a group of colonists on Thyferra discovered Bacta. Bacta is a serum issued from a plant native of that planet and proliferating profusely in the dense jungles of the southern hemisphere. That serum, when given the proper time to act, has the property to cure and regenerate almost any biological beings. Quickly, the medical world started experimenting with Bacta and induced-coma regeneration. It was discovered that Bacta was the miracle cure...

GAME STATISTICS OF BACTA

Bacta is a universal medication available almost everywhere in the Star Wars universe. Most hospitals and large ship's sickbays will be equipped with Bacta-tanks to receive patients for treatment. Smaller ships will usually only carry ESU (Emergency Support Units – see GURPS Vehicles) for lack of space and qualified resources. Bacta cannot bring back the dead. Bacta cannot fully regenerate a lost arm, but can help reattach one. A PC or NPC immersed in Bacta will recuperate lost HT/HP at a rate of 2 per days. The following table should be used to determine additional recuperation time. Remember that a completely severed or destroyed member can only be replaced through the use of bionics.

Injury Level	Recovery Time *	Cost	Success Role
HP to 0 HP	1HP per 12hrs	$10/HP	HT+5
0 HP to –HP	1HP per 18hrs	$15/HP	HT+3
-HP to –HPx2	1HP per 24hrs	$25/HP	HT
-HPx2 to -HPx4	1HP per 36hrs	$75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs per limb	+$50 per limb	As per above
Crippled organs	+24hrs per organ	+$75 per organ	As per above -1
Severed limbs (reattached)	+72hrs per limb	+$150 per limb	HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

* Time required in induced coma in Bacta-Tank

It is possible to do a field intervention with Bacta. If used within 10 minutes, it will stop bleeding and restore 1 HP. This is in addition to any first-aid or physician rolls or any other mechanical or electronic devices used on that patient.

EQUIPMENT LISTS

STANDARD EQUIPMENT

The following are "standard" equipment and gear that are found on the open market on most worlds.

Type	Cost	Weight	Power	LC	Usage
Medical Scanner	$5,000	2lbs	20hrs/B	1	Used in diagnostics and medical care to asses the exact nature of a patient's illness and/or injuries. Gives +5 to any medical skills.
Prospector Scanner	$1,000	5lbs	20/C	1	Will analyze the full mineral composition of any item placed on its sensor plate.
Military Intel Scanner	$20,000	12lbs	10hrs/C	5	Used to intercept and analyze communications and computer traffic. Also used to interpret known battle encrypts used by the super powers. Gives +3 to any intelligence skills such as Intelligence Analysis and Cryptography.
Military Combat Scanner	$15,000	5lbs	12hrs/B	4	Used by platoon leaders to detect enemy troops and provide a minimum of scrambling. It acts as mini-Radar, PESA and AESA systems with a range of 2 miles.
Personal Scanner	$2,000	1lbs	48hrs/B	1	Provides its user with minimum information regarding its surroundings (atmosphere, gravity, temperature, radiation levels, etc). Range is 20 yards.
Technical Scanner	$7,500	4lbs	10hrs/B	1	Provides information about a certain system status (energy consumption, connections to other systems, radiation levels, fuel types in use, etc). Adds +4 to the skill role when trying to diagnose a problem.
Scientific Scanner	$15,000	5lbs	12hrs/B	1	Similar to the Personal Scanner, but with greater range (1000 yards) and accuracy. Adds +3 to any scientific skill rolls.
Miniature Life Support	$250	12lbs	24hrs/B	1	Provides full life-support and body wastes recycling for one person for 24 hours. Can be attached to most Vacc suits or carried as an independent unit.
Computer Tool Kit	$200	3lbs		1	Used by technicians to repair computers and/or droids.
Tool / Weapon Harness	$75	1lbs		1	Web-meshed harness that is worn to allow tools and/or munitions to be stored for easy rapid access.
Medpac	$300	15lbs		1	A complete physician field kit. Provides +2 to any first-aid or physician roll.
Commlink	$50	Negligible	5 years/A	1	Personal communication device like today's cell phones. Allows communications with other Commlink, ships, data nets and public communication networks.
Vidlink	$100	1lbs	3years/A	1	As above, but incorporates a small video output screen.
Glow Rods	$5	0.25lbs	2hrs	1	Provides 20 square feet of low-level illumination (30 watts light bulb).
Emergency Flares	$10	0.25lbs	10 minutes	1	Provides high-level, colorful illumination shot high in the air. Used to make an area easier to notice.
Data pad	$25	1lbs	6months/B	1	The Star Wars version of the "Palm Pilot". Used to keep information stored and available for easy retrieval.
Restraining Bolt	$50	1lbs		1	Used to restrain or incapacitate droids.
Exposure Suit	$500	12lbs	48hrs/B	1	Used by explorers to protect them against the effect of non-standard atmosphere, but not vacuum.

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!

HAND WEAPONS (RANGED)

Weapon	Malf.	Type	DMG	SS	Acc	1/2D	Max.	Wt.	Rof	Shots	ST	LC	RCL	Cost
Blaster	Ver.	Cr.	6d(3)	10	6		300	3.5	3~	20/C	0	2	0	$500
Imperial Rifles (blaster)	Ver.	Cr.	12d(3)	12	9	300	800	7	3~	12/C	10	5	0	$1,200
Imperial Rifles (stun)		Cr.	4d(3) fatigue	12	9		50		1			5	0	
GRAF Rifles	Ver (Crit.)	Cr.	7d(2)	10	12	500	1,350	12	6	140/D	12	5	-1	$2,000
Laser Pistol	Ver.	Imp.	5d(2)	9	9	300	650	2	2	30/C	0	2	0	$300
Naval Blaster	Ver.	Cr.	10d(3)	12	9	300	800	4.5	2~	18/C	0	4	-1	$850
Bowcaster	Ver.	Imp.	15d(3)	12	9	300	800	12	3~	10/C	12	2	-1	$2,100
Riot Gun	Ver.	Cr.	3d(3) fatigue	12	9		75	10	2	12/C	0	3	0	$1,200
Thermal Detonators	Crit.	Expl.	6dx5	15	1	ST	ST+5	0.25	n/a	n/a	n/a	5	n/a	$120
Repeater Guns	Crit.	Imp.	4d	10	5	500	1,200	8	12	20	10	3	-2	$800

BLASTERS

Blaster weapons all function in a similar way. The basic principle behind blaster technology is the plasma charge. The weapon uses its energy to heat a small amount of nitrogen (extracted from the atmosphere) into a semi-plasma state (gases at very high temperatures). The weapon then draws energy from the power cell to produce and emit a low-yield, charged particle field to support the semi-plasma state of the nitrogen. This "packet" of plasma is expelled from the weapon along the carrier particle field.

The overall effect gives the illusion that a "bolt" of orange/red energy is expelled from the barrel of the weapon. Because it is a particle weapon and its "bullet" is in a semi-plasma state, the blaster bolt generates anti-armor penetrating power. While it does penetrate armor quite easily, the charge looses power while penetrating and thus reduces damage dramatically. The effect is that the bolt looses temperature while penetrating armor and becomes less effective at damaging the target. The energy left in the bolt once armor is penetrated generates surface damage (crushing) rather than penetration damage (impaling).

HAND BLASTER

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

Malf: Ver. / Type: crushing / Damage: 6d(3) / 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: crushing / Damage: 12d(3) / 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 Damage 4d(3) in fatigue; Rof: 1; Max 50. If reduced to 0 fatigue, targets falls unconscious and must recuperate lost fatigue as per GURPS basic rules.

GALACTIC 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: crushing / Damage: 7d(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: 5d(2) / 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

The INB is basically an underpowered and smaller version of the existing Storm Troopers rifle. The main difference is that the Naval Blaster does not have the paralysis setting.

Stats are: Malf: Ver. / Type: crushing / Damage: 10d(3) / SS: 12 / Acc: 9 / 1/2D: 300 / Max: 800 / Weight: 4.5lbs / ROF: 2 / Shots: 18 on C-cell / Rcl: 0 / Cost: $850.

BOWCASTER

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

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

RIOT GUN

A non-violent weapon used by local security forces for crowd control. It fires a stun bolts that does fatigue damage and renders the target unconscious for a period of time.

Stats are: Malf: Ver. / Type: Crushing / Damage: 3d(3) fatigue / SS:12 / Acc: 9 / 1/2D: none / Max: 75 / Weight: 3lbs / ROF: 2 / Shots 12 on C-cell / Rcl: 0 / Cost $1200.

THERMAL DETONATORS

Thermal detonators are small round grenade-like devices that generate a high-explosive charge upon detonation. They are somewhat bulky and difficult to hide, but compensate by generating a great amount of destructive power.

REPEATER GUNS

These somewhat archaic weapons are basically automatic percussion weapons that use the cartridge model. They use small 5mm bullets in a long, narrow magazine.

GURPS STAR WARS SOURCEBOOK

Weapon	Type	Damage	Reach	Cost	Weight	ST	LC
Light Saber	Special	Special	2	Special	0.5lbs	n/a	6
Gaffi Stick	Cr.	Sw-2 + 1d(3) fatigue	C, 1,2	$100	3lbs	10	1
Riot Stick	Special	2d(3) fatigue	C, 1	$150	1lbs	n/a	4
Vibro Knife	Cut	Sw+1d(5)	C, 1	$35	0.5lbs	7	3
Vibro Axe	Cut	Sw+2+2d(5)	C, 1, 2	$75	3lbs	10	3
Monowire Whip	Cut	Sw+4+2d(5)	C, 1, 2, 3	$350	0.5lbs	n/a	6
Neurolash	Spcl.	Spcl. (3d+2)	C, 1, 2, 3	$200	0.5lbs	n/a	5
Vibro Sword	Cut	Sw+3+2d(5)	C, 1	$150	2.5lbs	10	3

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 then DR1600 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 6dx200 and an armor divisor of 100. Light saber 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. The basic premise about light sabers is that their manufacture is taught only to Jedi undergoing Knighthood training. Furthermore, the parts required are so esoteric, that light sabers cannot be reproduced by any industry, but must be handcrafted by Jedi or Sith.

GAFFI STICK

Many nomad tribes use Gaffi Sticks as a typical melee weapon. It can injure targets by its shear weight and increase damage through its electrical charge.

RIOT STICK

Police and security forces on many worlds' uses riot sticks to provide crowd control in case of riots and or citizens demonstrations.
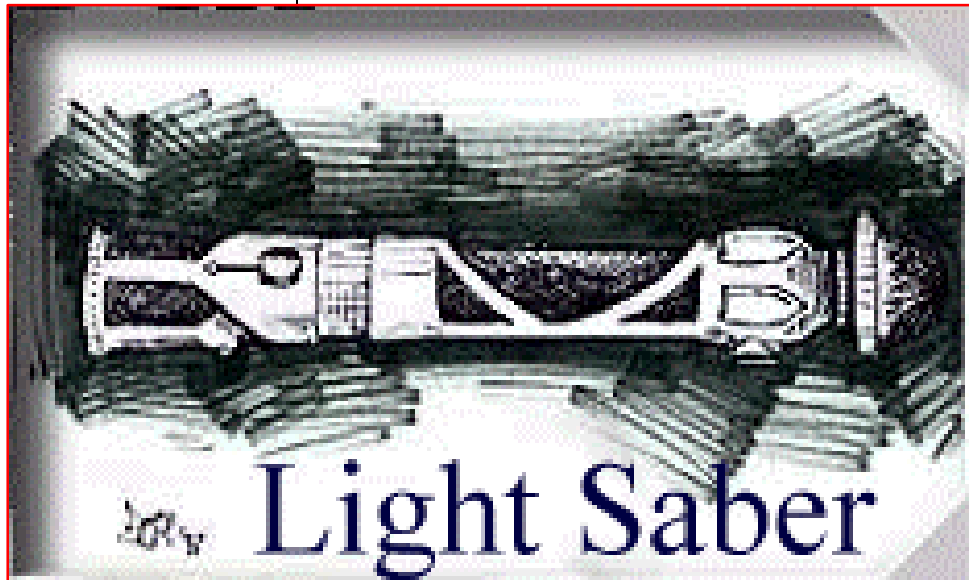
VIBRO WEAPONS

An efficient accessory added to regular weapons, the Vibro options allows the blade to vibrate at hypersonic speed and thus increase damage to the target. This is available for knives, axes and swords.

MONOWIRE WHIP

The monowire whip is a nasty weapon, and is forbidden on most worlds. It uses a special monomolecular crystal based cord, coupled with high tensile strength zero-G filaments. The combine effect of both is to produce a hair-thin whip blade that is almost invisible to the naked eye. That whip blade can be used to devastating effect to actually cut through armors and severe members. Most hits by a monowire whip result at least in severe injuries, but most often in death. Monowire whip come equipped with a small reel and holding tube that collapses the whip blade and automatically reels it in when the trigger is pressed. Certain individuals have acquired the skills to use this feature to "fast-draw" their whip blades and make a surprise attack at their targets. Due to its high level of danger to both user and target, using a monowire whip requires special skills and high dexterity. Use the table on the previous page to determine attack successes or failures.

NEUROLASH

The neurolash is a painful weapon for its target. It does not do physical damage per say, but is design to inflict pain to the target. A neurolash, when in contact with exposed flesh, will "sense" nerve terminations and deliver a specific-frequency shock that will echo throughout the whole nervous system, scrambling neurons and electrical inputs to the target's brain and nerves all over the target's body. The effect on the target is complete loss of most conscious body functions such as moving, thinking, seeing, etc. Involuntary functions such as breathing, heart beat and others may be impaired if the current setting is too high.

The most common effects known of a neurolash attack are: Sphincter release, unconsciousness, temporary coma, uncontrollable shakes and overall trembling, spasms, temporary blindness, etc. The damage done by the neurolash is considered fatigue for game purposes. A neurolash delivers 3d+2 fatigue damages. If the target is rendered unconscious by the attack and residual damage exist, that damage is applied to HP instead of ST (Example: Terry has ST10 and HT10. He is hit by a neurolash attack that does 14 points of damage. His fatigue is reduced to 0 and he falls unconscious. The remaining 4 points are then applied to HT and he suffers an actual 4-points of physical damage).

Neurolash attacks may be "set" to low setting, making sure that damage is minimal. In such cases, consider damage normally, but reduce excess damage to zero.

MONOWIRE WHIP TABLE

Skill level	Failure level	Result
Below 10	By 1 or more	User as a 4 in 6 chance to hit self and inflict normal damage.
	Critical	User inflicts twice-normal damage on self.
11 – 12	By 2 or more	User as a 3 in 6 chance to hit self and inflict normal damage.
	Critical	User inflicts normal damage on self.
13 – 14	By 3 or more	User as a 2 in 6 chance to hit self and inflict normal damage.
	Critical	User as a 4 in 6 chance to hit self and inflict normal damage.
15 – 16	By 4 or more	User as a 1 in 6 chance to hit self and inflict normal damage
	Critical	User as a 3 in 6 chance to hit self and inflict normal damage.
17 – 18	By 5 or more	Clear miss, no damage
	Critical	User as a 2 in 6 chance to hit self and inflict normal damage.
19 – 20	By 6 or more	Clear miss, no damage
	Critical	User as a 1 in 6 chance to hit self and inflict normal damage
21 +	By 7 or more	Clear miss, no damage
	Critical	Clear miss. no damage

Weapon	Malf.	Type	DMG	SS	Acc.	1/2D	Max.	Wt.	Rof	Shots	ST	RCL	Cost
HGB	Ver (crit)	Cr (blaster)	8d(3)	18	14	600	2,000	120	16	60/E	20	-1	$12,000
HG	Ver (crit)	Cr (blaster)	6dx400	40	15	8 miles	15 miles	12,000	½	10,000kw	n/a	n/a	$200,000
PIG	Crit	Spcl	Spcl	40	15	None	Orbit	20,000	1/3	100,000kw	n/a	n/a	$55,000,000
PTBL	Ver	Imp (X-ray)	6dx6000(2)	50	15	None	Orbit	300,000	1/3	260,000kw	n/a	n/a	$150,000,000
AIB	Ver	Cr (blaster)	6dx8(3)	20	15	3,000	8,000	3,000	20	6,000kw	n/a	n/a	$125,000
AALC	Ver	Imp (X-Ray)	6dx60(2)	10	20	2,500	6,000	2,000	2	4,000kw	n/a	-1	$150,000
ABC	Crit.	Cr	6dx100(3)	30	28	16,500	55,000	150	3	1000kw	n/a	n/a	$35,000
AHBC	Crit.	Cr.	6dx200(3)	30	28	22,000	70,000	300	2	2000kw	n/a	n/a	$75,000
ARBC	Crit.	Cr.	6dx80(3)	30	28	14,000	32,000	600	12	4500kw	n/a	n/a	$50,000

ATMOSPHERIC BLASTER CANNONS (ABC)

Malfunction: Crit. / Type Blaster (cr) / Damage: 6dx100 / SS: 30 / Acc: 28 / Half-Damage: 16,500 yards / Maximum: 55,000 yards / ROF: 3 / Weight: 150lbs / Volume: 3CF / Cost: $35,000 / Power: 1000kw.

ATMOSPHERIC HEAVY BLASTER CANNONS (AHBC)

Malfunction: Crit. / Type: Blaster (cr) / Damage: 6dx200 / SS: 30 / Acc: 28 / Half-damage: 22,000 yards / Maximum: 70,000 yards / ROF: 2 / Weight: 300lbs / Volume: 6CF / Cost: $75,000 / Power: 2000kw.

ATMOSPHERIC REPEATER BLASTER CANNONS (ARBC)

Malfunction: Crit. / Type: Blaster (cr) / Damage: 6dx80 / SS: 30 / Acc: 28 / Half-Damage: 14,000 yards / Maximum: 32,000 yards / ROF: 12 / Weight: 600lbs / Volume: 15CF / Cost: $50,000 / Power: 4500kw.

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: crushing / Damage: 8d(3) / 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

HOWITZER GUN

The most common HG in the galaxy is the Goliath's H3b 300mm Blaster Gun. It is mostly used in indirect artillery barrages due to its great reach of up to 12 miles. The H3b comes on a tracked carriage and is a self-propelled gun. It requires a crew of 4 to move and fire.

Malf: Ver (Crit) / Type: Cr. (Blaster) / Damage: 6dx400 / SS: 40 / Acc: 15 / 1/2D: 8 miles / Max: 15 miles / Weight: 12,000 lbs / Rof: 1 in 2 / Energy: 10,000kw / Rcl: -2 / Cost: $200,000.

PLANETARY ION GUN

The Planetary Ion Gun is manufactured by KDY industries as part of a planet's defense grid. It is very similar to its smaller ship-mounted cousins (is a weapon designed to disable rather than destroy). It fires a very large bolt of ionized energy that acts as an EMP pulse against electronics. The pulse is so large that any target hit which is less than 10,000cf must roll physical damage also.

Malfunction: Crit. / Type: Special. / Damage: Special. / SS: 40 / Acc: 15. / Half-Damage: None. / Maximum: Geosynchroneous orbit / ROF: 1 in 3 / Weight: 20,000lbs / Cost: $55,000,000. / Power: 100,000Kw.

If the bolt hits a target, the ships must role vs. HT-20 (using its size modifier as a bonus) or have all of its electronic-based systems disabled for HT+5 turns.

PLANETARY TURBOLASER

Along with the Planetary Ion Gun, the Planetary Turbolaser is part of major planets defensive grid. It is a beefed up version of the large Turbolaser found on capital warships.

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx6000(2) / SS: 50 / Acc: 15 / Half-damage: none / Maximum: Geosynchroneous Orbit / ROF: 1 in 3 / Weight: 300,000lbs / Cost: 150,000,000 / Power: 260,000kw.

ANTI-INFANTRY BLASTER

This large gun sometimes doubles as an anti-aircraft gun due to its high rate of fire. It is mounted on a 360 degrees turn universal mount and is sometimes self-propelled but usually hitched to another vehicle or carried aboard drop ships.

Malfunction: Ver. / Type: Blaster (Cr.) / Damage: 6dx8(3) / SS: 20 / Acc: 15 / Half-damage: 3,000 yards / Maximum: 8,000 yards / ROF: 20 / Weight: 3,000lbs / Cost: 125,000 / Power: 6,000kw.

ANTI-ARMOR LASER CANON

Used primarily to destroy armored vehicles (AT-AT, Chariot, tanks, APC), the AALC is often found on the modern battlefield. It sports a highly reactive targeting mechanism and its targeting optics makes it a great hitter.

Malfunction: Ver. / Type: X-ray laser (Imp.) / Damage: 6dx60(2) / SS: 10 / Acc: 20 / Half-damage: 2,500 / Maximum: 6,000 yards / ROF: 2 / Weight: 2,000lbs / Cost: 150,000 / Power: 4,000kw.

ARMOR AND PROTECTION

Type	PD	DR	Cost	Weight	Notes
Blast Helmet	3	20	$80	1.5lbs	Includes a Commlink. Protects only the head.
Blast Vest	3	20	$100	12lbs	Protects only the torso.
High-G Suit	2/1	30/2	$500	30lbs	Used by fighter pilots doing high-G maneuvers.
Vacc Suit (Utility)	3	40	$5,000	125lbs	Used by Zero-G shipyards worker, engineers and technicians.
Vacc Suit (Pilot)	2	25	$3,000	80lbs	Typical suit worn by space fighter pilots.
Vacc Suit (Civilian)	2	15	$1,500	45lbs	Emergency Vacc suit for everyday use.
Storm trooper	4	60	$12,000	60lbs	Commlink, NBC Filters, mini life-support, spinneret with hook. Protects all area of the body.
Snow trooper	4	50	$10,000	50lbs	As above, but is not vacuum-sealed.
Space trooper	4	85	$25,000	120lbs	Armored Vacc suit with thruster pack.
Imperial Naval	3	40	$8,000	40lbs	
Imperial Scout	3	30	$9,000	40lbs	
GRAF Rangers	2	45	$10,000	55lbs	Similar to Storm trooper armor
Duraweave Battledress	2/1	30/2	$4,000	35lbs	Everyday military protection
Heavy Battledress	2	30	$8,500	50lbs	
Riot Control Gear	2	15	$1,500	60lbs	
Civilian Duraweave	1/1	20/2	$600	30lbs	
Planetary Shields	8	200,000	$750,000,000	500,000lbs	Protects planets from bombardment.

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.

GALACTIC REPUBLIC RANGERS ARMOR

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

GALACTIC REPUBLIC AND IMPERIAL ARMY BODY ARMOR

Treat exactly as Ultra-Tech medium Monocrys Armor (UT28).

CHARACTERS & NPCS

CHARACTER TYPES

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 involving extreme 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. Useful skills are: Electronics, mechanics, engineering, robotics, computer skills, teaching, scrounging.

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.

MERCENARY

The galaxy is large. Very large. The Galactic 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. Useful skills: Any combat and military skills.

MERCHANT

Owner of their personal small business, these gentlemen travel from world to world, always seeking the best opportunity. Useful skills are: Merchant, Piloting (freighter), Streetwise, Leadership, Fast-Talk, detect lies, brawling, languages.

SECRET AGENT

Employed by either the Galactic republic or Imperial Intelligence, the PC works under covers on critical missions. Suggested CP 150. Useful skills are: Cryptography, Intelligence Analysis, Acting, Disguise, Karate, Beam Weapons (Blaster), lock picking, safecracking, Computer Hacking.

SMUGGLER

Free traders roaming the space lanes and trading between Galactic republic and Empire, the smugglers live a dangerous life of hide and seek with the law. Suggested CP 120. Useful skills are: Piloting (Freighter), Beam Weapons (Blaster), Astrogation, Merchant, Fast-Talk, Streetwise, Brawling.

SOLDIER

A member of the Galactic 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. Useful skills are: Cargo Handling, Scrounging, Streetwise, fast-talk, Driving (Exoskeleton), Driving (Heavy vehicles), Piloting (Shuttles).

IMPORTANT NPCs

ACKBAR
ADMIRAL

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.

ANTILLES, WEDGES
ADMIRAL

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

C3-PO

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 as not yet blown it to pieces.

CALRISSIAN, LANDO

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 as finally decided to become respectable. Sources close to Calrissian are denying this rumor.

CHEWBACCA

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

JADE, MARA
JEDI

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 hears up in case Luke should call her to arms. Mara's training as a Jedi is rudimentary and her title is mostly honorific.

KARDE, TALON

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 effete bounty for his head.

KENOBI, OBI-WAN
MASTER

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.

MADINE, CRIX
GENERAL

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 Galactic republic afterwards. Crix Madine is currently in charge of the Republican Armies (Ground).

MOTHMA, MON

Shortly after the Thrawn crisis, Mothma decided to retire from active politics. Still highly placed and important to the Galactic republic, she as steeped down in an advisory role beside Leia.

NOOG, NATALIA
WARLORD

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.

ORGANA-SOLO, LEIA
CHIEF-OF-STATE

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.

PALPATINE
EMPEROR

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.

PALOMIN
(BASTARD GRANDSON OF PALPATINE)

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 resemble his grandfather. He his arrogant, short-tempered and slightly megalomaniac. He dreams to rule the galaxy as his grandfather did before him.

PELLAON
FLEET ADMIRAL

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.

R2-D2

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.

SKYWALKER, LUKE
GRAND MASTER

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 Galactic republic, Skywalker does not have real power but his opinions are always listened too in council meetings.

SOLO, HAN

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.

THRAWN
GRAND ADMIRAL

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

VADER, DARTH
(SITH LORD, A.K.A. ANAKIN SKYWALKER)

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.

YODA
GRAND MASTER

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.
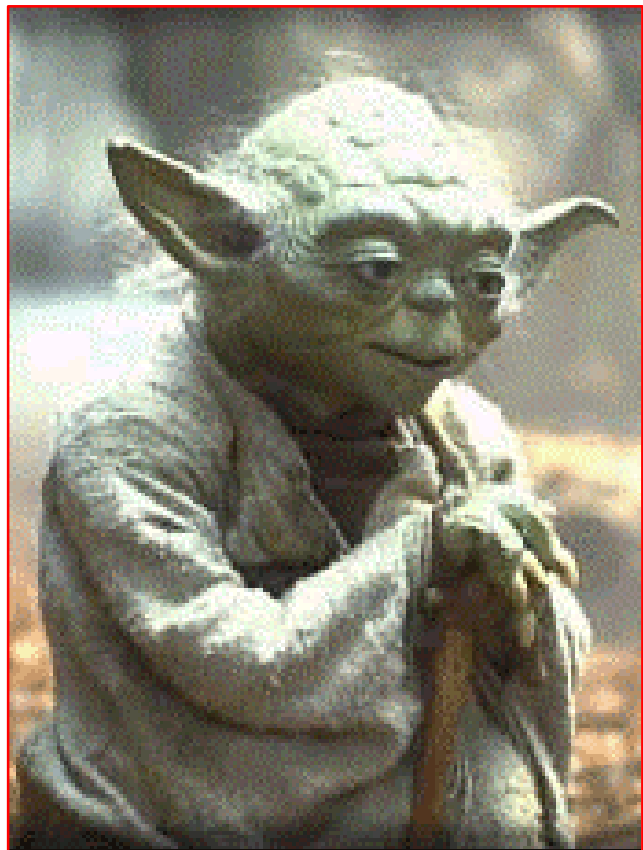
RACES & ANIMALS

KNOWN SENTIENT LIFE-FORMS

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 Galactic republic territory.

SPECIAL EFFECT RACES

A lot of races are not humans in appearance, but do not have any special abilities per say. Those are called "special Effect Races": They look very different, but are in no way special. Here are some of those races available for PCs.

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.

BOTHANS   (CP0)

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

GADOS   (CP0)

The Gados are original of Abregado-Rae (232W). They look like a long-necked prairie dog with short legs and small hands. They are 6" taller and 20lbs lighter for their ST.

TWI'LEKS   (CP0)

The humanoid Twi'leks are easily recognized due to their lekku, or head-tails, two fleshy appendages that hang from the base of their skull. Bib Fortuna, a Twi'lek, was majordomo to Jabba the Hutt when Luke Skywalker destroyed the Hutt's sail barge and its smuggler empire along with it.

UGNAUGHT   (CP0)

Ugnaught are small (less than 4 feet) humanoids with white hair and small tusks. They are highly technical in nature and are hard working.

STAR WARS RACES IN 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.

AQUALISH – QUARA   (CP-5)

The Quara, like their cousins the Aquala, are native of Ando (006U), a 95% water-covered world. The Quara have evolved beyond their fined and palmed form and are able to move on land and manipulate tools. The Quara are known for their bad temper and easily get into fights and trouble. Quara represent only a tenth of the Andoan population. Quara have height and weight normal for their ST.

Amphibious (10), Gills (10), Bad Temper (-10), Berserk (-15)

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)

GAMOREANS   (CP-4)

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

GOTALS (CP48)

The Gotals are natives of Antar (252R). They are a peaceful people. Gotals are humanoids and closely resemble humans. Their main differences reside in their "Head Cones": A natural form of sensors that allows them to sense in a wide spectrum. These cones, as great an asset as they are, are also the Gotal's weakness: The cones are sensible to the electromagnetic emissions generated by druids and most of all, the cones are susceptible to The Force, leaving the Gotals with splitting headaches when in the presence of a Force Sensitive. Gotals have height and weight as per their ST.

Acute Faz: Level 4 (8), Dark Vision (25), Infravision (15), Magnetic Sense: Level 3 (15), Weakness to electromagnetic emissions (1d of fatigue per 5 minutes, -10), Weakness to Force Sensitive (1d of fatigue per minutes, -5).

HUTTS (CP-30)

The Hutts are natives of Nal Hutta (215O). That the Hutts have managed to evolve and survive natural selection (i.e. extinction) is a puzzle for most scholars. They are huge and fat, slow, lack any physical properties for defense and survival…but are very intelligent.

The Hutts have always managed to associate them selves with other species to obtain from them all the physical labor they required. It is only natural that Hutts evolved to dominate the galaxy as criminal masterminds and smuggler lords. A rare number of the species are honest merchants that control mega corporations and huge commercial empires.

ST-4 (-45), DX-4 (-45), IQ+4 (45), Cast Iron Stomach (15), Extra-Hit Points +7 (35), Less Sleep 3 levels (9), Longevity (5), Peripheral Vision (15), Very Poor Grip (-20), Cold-Blooded (-5), Inconvenient Size (-10), Reduced Move –4 (-20).

RODIAN (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)

SULLUSTANS (CP10)

The small and wide-eyed Sullustans are a very affable and gregarious species. They have an innate knack for directions and navigation, making them very effective and demanded astrogators.

3D Spatial Sense (10), Absolute Direction (5), Absolute Timing (5), Gregarious (-10).

TRANDOSHAN (CP45)

The reptilian Trandoshan are native of Zhar (003O), in the Outer Rim Territories. The Trandoshan are covered by brownish scales and are equipped with large claws. They have serrated teeth and their bite is slightly poisonous.

ST+1 (10), IQ-1 (-10), HT+1 (10), Claws: Talons (40), Heavy Scales PD1 DR2 (30), Cold-Blooded (-5), No fine Manipulators (-30).

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 (168Q), 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).

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.

BANTHAS

These huge beasts live in large herds in the dry deserts of Tatooine. The Banthas 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
```

CHRYSALIDES

The Chrysalides are genetically engineered cousins of the Rancor of Dathomir. Designed by Emperor's Palpatine scientists, the Chrysalides are used to guard Palpatine's secret hideouts.

```
ST: 50     Speed/Dodge: 3/4   Size: 3
DX: 12     PD/DR: 3/15        Weight: 1200 lbs
IQ: 6      Damage: 3d+4 cut   Habitat: Special
HT: 13/75  Reach: C, 1, 2.
```

CORUSCANT GHOULS

The Coruscant Ghouls are the evolutionary result of a species of canine gone feral some thousands of years ago. The ghouls are pack hunters that will hunt anything. They use echolocation to "see" in the dark tunnels of Coruscant lower levels.

```
ST: 7      Speed/Dodge: 7/7   Size: 2
DX: 12     PD/DR: 1/3         Weight: 100 lbs
IQ: 4      Damage: 2d cut     Habitat:
HT: 10/20  Reach: C, 1             Coruscant
```

DAGOBAH SNAKES

The most venomous life form known, the Dagobah Snake can kill a wookie 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   Habitat: Swamps
             + poison
HT: 12/5   Reach: C
```

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 desert 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
```

GENDIANOGA

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. The Gendianoga is a heavily modified genetically engineered creature based on the original Dianoga swamp lizard.

```
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
```

GORAX

Another giant animal, the Gorax, a native of Endor, is very impressive and mean.

```
ST: 40     Speed/Dodge: 7/7   Size: 5
DX: 12     PD/DR: 3/9         Weight: 1200 lbs
IQ: 4      Damage: 2d cut     Habitat: F
HT: 13/50  Reach: C, 1, 2
```

GURPS STAR WARS SOURCEBOOK

ISALAMARII

These small tree dwellers live on the same worlds as the Vornsk. The Isalamarii have develop 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 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
```

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 Mynocks 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
```

RAL

The Rals are small reptilian avian native of Botahwui. Rals have leathery wings like a bat's and small pointy teeth like a rat's. The have a small whiptail that is tipped with an allergenic poison. The poison causes respiratory disorders for 2d6 hours on a failed HT roll.

```
ST: 6      Speed/Dodge: 12/8  Size: 1
DX: 14     PD/DR: 1/4         Weight: 10 lbs
IQ: 4      Damage: 1d-2 cut   Habitat: F
HT: 12/8   Reach: C
```

RANCORS

The gigantic Rancors are natives of Dathomir, where the Dathomir witches tame them.

```
ST: 80     Speed/Dodge: 7/7   Size: 5
DX: 12     PD/DR: 4/20        Weight: 4000 lbs
IQ: 4      Damage: 4d-2 cut   Habitat: F, D, M
HT: 12/120 Reach: C, 1, 2, 3
HT: 14/12  Reach: C,1,2
```

SHENBIT

The Shenbit are large armored reptiles from the barren planet of Barab. They are among the most vicious creatures in the galaxy and only the vicious Barabel can safely hunt them for sport.

```
ST: 30     Speed/Dodge: 7/7   Size: 2
DX: 14     PD/DR: 3/12        Weight: 320 lbs
IQ: 5      Damage: 2d+4 cut   Habitat: D
HT: 13/40  Reach: C
```

SPACE SLUG

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

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

VORNSK

These predators hunt in pack of 3 top 7 individuals. They look like a large wolf, with great fangs and hairless skins. They are very attuned to The Force and use 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
```

GURPS STAR WARS SOURCEBOOK

A long time ago, a group of monks discovered The Force. The Force is a form of energy field that permeates and surrounds all forms of life in the universe. This all-encompassing force is tied with each living being life cycle and controls part of our lives, our destinies.

Controlling The Force is not given to everybody. Only certain special individuals, those with the strange ability to sense The Force, can learn how to harness its powers. With that knowledge, comes a great power, power that may be used for good…or for evil.

Through time, the monks of old have banded together in a semi-religious order. The order role is to teach and govern its members, users of The Force all. This semi sacred order, known as The Order Of Jedi, is revered by most life forms and the Jedi Brothers and Knights are respected throughout the galaxy.

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 finds its rightful place in galaxy affairs. To this day, Jedi are but less then 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 as 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 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.

THE FORCE IN 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.

Level	Cost	Abilities
1	5	+3 fatigue, +2CP to spend on Jedi Skills only.
2	15	+5 fatigue, +10CP to spend on Jedi Skills only, 1 free advantage from the Jedi Advantage List.
3	25	+7 fatigue, +15CP to spend on Jedi Skills only, 2 free advantages from the Jedi Advantage List.
4	50	+10 fatigue, +3HP, +25CP to spend on Jedi Skills only, 3 free advantages from the Jedi Advantage List. (This was Darth Vader and Emperor Palpatine's level).
5	75	+15 fatigue, +5HP, +35CP to spend on Jedi Skills only, 4 free advantages from the Jedi Advantage List. (This is Luke Skywalker's level).

JEDI ADVANTAGE LIST

The following list the advantages available to those with any level of Force Sensitivity, unless specified otherwise. Certain advantages require prerequisites.

Some of the advantages 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 from this list. Those available for this choice are marked with a # symbol. Jedi prerequisites are marked in BOLD.

Advantage	Cost	Prerequisite	Book
Absolute Direction #	5	None	B19
Absolute Timing #	5	None	B19
Alertness #	5/lvl	None	B19
Charisma #	5/lvl	None	B19
Combat Reflexes #	15	None	B20
Danger Sense #	15	None	B20
Diplomatic Immunity	5	None	CI24
Enhanced Move #	10/lvl	None	CI54
Enhanced Parry #	6/10	None	CI24
Enhanced ST #	Variable	None	CI7
Extra-Fatigue #	3/lvl	None	CI24
Force Sensitivity	Variable	Jedi Requisite	Above
Hyper-Reflexes #	15	None	CI58
Legal Enforcement Powers	10	Jedi Knight Requisite	B21
Metabolism Control #	5/lvl	None	CI60
Jedi Rank	5/lvl	Limited to level 7. Jedi Requisite	Below
Patron – Jedi Order	30	Must be a Jedi. Jedi Requisite	--
Perfect Balance #	15	None	CI63
Recovery #	10	None	CI64
Silence #	5/lvl	None	CI66
Strong Will #	4/lvl	None	B23
Trained by a Master	25	Required for any level of Jedi	CI31

JEDI DISADVANTAGE LIST

The following list the disadvantages required of those with any level of Force Sensitivity and/or Jedi training, unless specified otherwise. Some of the disadvantages listed below are also available to regular characters since they are "mundane". The list is extracted from the Compendium I.

Disadvantage	Cost	Prerequisite	Book
Cannot Harm Innocents	-10	Jedi Requisite	CI86
Code of Honor	-10	Jedi Requisite	B31
Disciplines of Faith – Jedi	-15	Jedi Requisite	CI89
Duties – Jedi Order	-10	Jedi Requisite	B39
Pacifism level 1	-15	Jedi Requisite	B35
Sense of duty: Living beings	-10	Jedi Requisite	B39

JEDI SKILL LIST

The following list the skills available to those with any level of Force Sensitivity and Jedi training, unless specified otherwise. Certain skills require prerequisites. Some of the skills listed below are also available to regular characters since they are "mundane". Other skills are also available through the Jedi Combat section below. The list is extracted from the Compendium I. PC with any levels of Force Sensitivity are given extra points to purchase skills from this list.

Skills	Cost	Prerequisite	Book
Area Knowledge (Dagobah)	ME	Jedi Requisite	B62
Armory (Light saber)	MA	Jedi Level 5+ Requisite	B53
Blind Fighting	MVH	Jedi Level 5+ Requisite	CI138
Body Control	MVH	Jedi Requisite	CI138
Fast-Draw Light saber	PE	Jedi level 5+ Requisite	B50
Light Saber	PA	Jedi level 5+ Requisite	B50
Meditation	MVH	Jedi Requisite	CI142
Precognitive Parry	MH	Jedi level 5+ Requisite	CI143

JEDI RANKS

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

Level	Cost	Prerequisite
1 – Initiate	5	None
2 – Padawan	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 & DISCIPLINES

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. Abilities are divided in 3 orientations: Light Side (LS), Dark Side (DS) and Neutral (N). Depending on the Jedi status (Jedi or Sith) they can use all the neutral skills plus those pertaining to their philosophical orientation. Jedi that uses Dark Side (DS) skills are on their way to being consumed by the Dark Side of The Force and becoming Sith Adepts.

FORCE WAVE DISCIPLINES

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.

Discipline	Orient.	Cost	Duration	Maintain?	Cost
Enhance Coordination	N	30	24hrs	Yes	10
Blackness	DS	2	1 minute	Yes	0
Aura of Uneasiness	DS	1	1 minute	Yes	0
Blind Senses	N	1	1 minute	Yes	0
Energy Shield	N	1	1 second	Yes	1
Lift	N	2	1 second	Yes	1
Grab	N	2	1 second	Yes	1
Push	N	1	1 second	No	n/a

ENHANCE COORDINATION (N)

Effect: The use of this skill allows the Jedi to coordinate the activities of a group in order to increase the group's effectiveness at a given task. This skill was often used by the Emperor to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight. It links the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the skill is successfully used, the Jedi can pick up to three specific skills. The skills must be the same for the entire group.

Number of Individuals	Modifier
1 – 10	+2
11 – 100	0
101 – 500	-2
501 – 5,000	-4
5,001 – 50,000	-6
50,001 – 500,000	-8

The Jedi can then takes his Force Sensitivity + success points rolled and with the resulting number can add that many points to the skill levels of the previously picked skills

in any combination. The Jedi must keep this power "up," and he must make a new skill roll whenever new troops are to be added to the skill, or if the skills are to be changed.

The Jedi may only affect Dexterity, IQ, or ST skills. This skill costs 30 fatigues to initiate and 10 fatigues to maintain, rolled once each day.

BLACKNESS (DS)

Effect: This power enshrouds a Dark Jedi in a camouflaging veil of the Dark Side. The amount be which the user of this power passed his skill roll is added to the difficulty of any other Force skills attempting to detect the presence of the user of this power. It also gives a -2 to any attempts to perceive them, or -4 if the skill roll succeeded by more than half.

The power causes people to overlook the user, as he or she blends into the surroundings, and any smells or sound emanating from them are muffled. The user may not use combat oriented Force powers while this power is kept "up" (e.g. Lightsaber combat, telekinetic attacks, Force lightning, etc). The range of Blackness is equal to Force Sensitivity in yards. This skill costs 2 fatigues to initiate and is free to maintain each minute.

AURA OF UNEASINESS (DS)

Effect: This power allows a Sith to project a field of vague discomfort and unease around him, which causes non-sentient creatures to avoid him. Sentient creatures sense a vague "uneasiness" about the person and may bend to the Sith's will. Aura of uneasiness effectively aids the intimidation skill and gives the user the DREAD advantage. When used against a sentient being, the Sith may make a skill roll for Aura of Uneasiness and add the amount by which he passed to his intimidation skill. When used against predatory animals, the Sith need only pass his Aura of Uneasiness skill roll to make such animals act cautiously, run away, etc (GM's decision).

This skill costs 1 fatigue to use and is free to maintain per minute.

BLIND SENSES (N)

Effect: This power allows the Jedi to see normally when he has been blinded (Perception at normal). This power cannot be used to see in the dark. Young Jedi sometimes learn this power accidentally when doing Lightsaber training while blindfolded. If a character has been permanently blinded, he may choose to have this power "up" permanently for 15 points.

This skill is similar to the Radar Sense Advantage (CI P.63), except that it has the enhancement of seeing color and the limitation of being useless in the dark.

If the Jedi has not been permanently blinded, this skill costs 1 fatigue to rise and lasts one minute, but can maintained for free.

ENERGY SHIELD (N)

Energy shield lets the force user "lock on" to incoming energy particles and absorb them harmlessly. This gives 1d of protection per 2 levels of Force Sensitivity (subtract dice total from attack damage) versus energy attacks like laser beams, fire or lightning bolts, but has no effect versus physical or purely mental attacks or lightsabers.

To use this ability, take the Concentrate maneuver. At the beginning of next turn, make your Energy Shield roll. If you succeed, the shield is up and can be maintained from turn to turn without any further concentration. However, a skill roll is required each second to keep the shield active. If the roll fails, you must concentrate again to build up the Shield, with the usual fatigue cost and skill penalty for repeated attempts.

Energy shield costs 1 fatigue to activate, and (if it stays up) a further fatigue point each 10 seconds it is maintained.

LIFT (N)

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 + fatigue x Force Sensitivity level x points of success on skill roll. It costs 2 fatigues to activate and 1 to maintain. (Jerome, a Jedi, with Force Sensitivity 3 and IQ 12, uses Force Lift. He spends his initial 2 fatigues 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 x 3 x 7 pounds of lift for a total of 336lbs.

This weight can be divided between any numbers of items, at –1 to skill roll per items that need to be controlled. GM may allow penalties for difficulty as they wish.

GRAB (N)

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

It costs 2 fatigues 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 + Fatigue + points of success). Targets must roll a quick contest of ST vs. the Jedi Grab ST to free themselves.

PUSH (N)

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 + Fatigue spent x sensitivity level x points of success. This is the same formula as LIFT.

FORCE BODY DISCIPLINES

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.

Discipline	Orient.	Cost	Duration	Maintain?	Cost
Resist Stun	N	Var.	Var.	Yes	Var.
Remove Fatigue	N	0	1 second	No	n/a
Remain Conscious	N	1	1 second	Yes	1
Jump	N	1	1 second	No	n/a
Run	N	2	1 minute	Yes	1
Trance	N	5	Var.	No	n/a
Crush	DS	2	1 second	Yes	1
Jedi Voice	N	2	Var.	Yes	1

RESIST STUN (N)

Effect: Resist stun allows the Jedi to resist the effects of stunning. This skill may be raised in anticipation of being stunned (no fatigue cost, but counts as a Force skill "in use") or may be used the instant the Jedi is to suffer a stun result (costing 2 fatigue). Either way, the Jedi may simply ignore the stun and continue normally, unless this skill was used instantaneously in combat which means that the Jedi will not be able to use any other Force skills that turn.

REMOVE FATIGUE (N)

Effect: The character uses this power to combat the effects of strenuous work. The Jedi manipulates the Force, causing bodily toxins to be ejected much more efficiently, and practicing special Jedi breathing exercises thus allowing for greater stamina. This skill can be used similar to the Recover Strength spell Magic Book P.49. A skill level of 15 means the Jedi recovers 1 fatigue point every five minutes. In combat, if the Jedi can find a way to use this skill without being disturbed he can act as though he is starting a new 10 second combat…meaning that if the fight has been going on for 14 seconds, for example, at which point the Jedi raises this skill, he would lose fatigue for the first ten seconds of combat only, with the other 4 rounds being forgotten.

The Jedi must sit in a certain way, legs crossed, similar to that of practitioners of Yoga, etc. and let the force flow through him as he does his breathing exercises. Qui-Gon Jin in Episode I used this skill when he had a chance to rest during his battle with Darth Maul. The Jedi still has to eat and drink normally.

REMAIN CONSCIOUS (N)

Effect: Remain conscious allows a Jedi to remain conscious even when he has suffered injuries which would knock him unconscious. A Jedi who has this skill "up" when he has been reduced to 0 hit points can ignore the HT roll needed to stay conscious. If the Jedi fails his skill roll, he must immediately make the HT roll. The next turn (if the Jedi is still conscious) the Jedi can raise this skill again for regular cost and penalties for repeated attempts.

In addition, the Jedi suffers no penalty for being at 3, 2, or 1 hit point if this skill is "up". At each minus HT, the Jedi suffers a –1 penalty to his skill. For example, a Jedi with HT10 would make a skill roll at 0 hit points with no modifier to his skill; at –10 the Jedi would be at –1 to his or her skill roll, and so on. The Jedi will still have to make HT rolls for death, however. While this skill is up, the Jedi can also ignore knockout, but will still suffer from damage "shock". This skill costs 1 fatigue to activate and is free to maintain.

JUMP (N)

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 as 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 x 3 + DX12 x 3 + 4 + 5 = 81 inches (or 6.75 feet), from a standing point.

RUN (N)

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 for 1 minute and 1 to maintain. Speed gained is equal to: Sensitivity + Fatigue used. Jerome as Sensitivity 3. He spends 3 fatigues and thus gains 6 move, for a total of 11 (base 5 + Run bonus).

TRANCE (N)

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. It cost 5 fatigues to activate.

CRUSH (DS)

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 fatigues 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).

JEDI VOICE (N)

This is the skill Obi-Wan Kenobi used in Episode IV to imitate a Krayt Dragon and drive the Sand People away from Luke. It allows the Jedi to change his voice for short periods of time. Modifiers: 0 to change voice to another being of the same race or species; -2 for a different species; -4 for something utterly strange such as a Krayt Dragon howl or Rancor growl. 0 for the normal speaking volume of the Jedi; -2 for a loud voice; -4 for a shout; -6 for a roar of a large creature such as a Rancor or Krayt Dragon.

Note: this skill only allows the Jedi to sound like another species. If another species were nearby it would hear the Jedi and know that it was speaking in its language, but it would sound like gibberish. The Jedi can change his voice for a period of time equal to his Force Sensitivity in seconds. This skill costs 2 fatigues to use and 1 to maintain at the end of the time duration (based on Power Level).

FORCE MIND DISCIPLINES

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.

Discipline	Orient.	Cost	Duration	Maintain?	Cost
Truth Sense	LS	Var.	Var.	Yes	var
Farseeing	N	2	Var.	No	n/a
Sense	N	1	1 second	No	n/a
Channeling	LS	2	Var.	No	n/a
Influence	N	2	1 second	No	n/a
Mind Control	DS	3	1 minute	Yes	1
S. T. Memory Enhancement	LS	3	Var.	No	N/a
Magnify Senses	N	2	1 minute	Yes	1

TRUTH SENSE (LS)

Effect: Using the Force to sense changes in a body, this allows the Jedi to detect whether a character believes what they are saying is true. This is the Force equivalent of a lie-detector test. Because this skill is similar to the Truthsayer skill in GURPS Magic, P.28, this skill may be used in two ways: to tell whether a target has told any lies in the last five minutes; and to tell whether the last thing the subject said was a lie. This skill will also give an indication of how great the lie is.

Range is equal to Force Sensitivity in yards. This skill costs 2 fatigues for each use. Alternately, it may be cast once on a target, and then be maintained each minute (1 fatigue to maintain)…telling the Jedi if the target tells any lies during that duration of time.

FARSEEING (N)

Time to use: 10 minutes minus Force Sensitivity in minutes. Costs 2 fatigue points to use.

Success Points	Present	Future
1 – 2	50%	10%
3 – 4	75%	25%
5 – 6	90%	50%
7+	100%	75%

Effect: The user sees the person or place he wishes to see in his mind as the situation currently exists. The power can also see the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence. Farseeing requires calm conditions and at least ten minutes, but may take shorter. Farseeing cannot be done in the face of danger. The Jedi's visions may not be entirely accurate. The past and present are set and it is merely a matter of the Jedi having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present-therefore it is much harder to predict.

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

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

SENSE (N)

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 role, 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 role per fatigue spent in excess of the required 1.

CHANNELING (LS)

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 fatigues 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 (N)

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.

MIND CONTROL (DS)

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 quick contests of Mind Control skill vs. target's IQ.

SHORT TERM MEMORY ENHANCEMENT (LS)

Effect: When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using this power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but did not register consciously at the time of observation. In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his or her senses within a specific span of time. In addition, if a game master provided clues or leads to clues that the players originally missed or ignored, this power can be used to recall them. When players become stuck on a puzzle or mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure. How far back a Jedi can remember with this skill, and how long it takes is a result of his skill roll.

In essence, the use of this skill gives the Jedi the Eidetic Memory Advantage (at 60 points) for short times, but without the mental skills bonus.

This skill costs 3 fatigues to use and is free to maintain while the Jedi is searching his memory.

MAGNIFY SENSES (N)

Time To Use: 20-skill level (minimum 1) seconds

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

The Jedi will gain a bonus to Acute Hearing, Taste & Smell, or Acute Vision equal to Power Level divided by 4 (rounding down). Only one can be used at a time.

Alternately the character can gain a bonus to Alertness (encompassing all of the above senses) equal to Power Level divided by 5 (rounding down).

This skill costs 2 fatigues to use for 1 minute and costs 1 to maintain.

MARTIAL FORCE DISCIPLINES

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. The Martial aspect of The Force is usually taught only to those who will become Knights. The Sith usually teach martial disciplines to all pupils…

Discipline	Orient.	Cost	Duration	Maintain?	Cost
Combat Sense	N	2	5 seconds	Yes	1
Combat Speed	N	3	Var.	No	N/a
Lightning	DS	2	1 second	No	N/a
Dark Frenzy	DS	Var.	5 seconds	Yes	Var.

COMBAT SENSE (N)

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 2 fatigue to activate for 5 seconds and 1 to maintain per additional seconds.

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

to act during a round-no initiative rolls are needed while the power is in effect. If more than one Jedi is using this power, whichever Jedi passed the skill roll by more gets to determine exactly when they are acting in the round. Second, his attack and defense rolls are increased by +1. Combat sense lasts for 1 minute (but may be maintained) and does not count as a skill in use for determining multiple psi feats because it is mostly a mental skill, mixed in with a little bit of the force.

There is a –2 penalty to the skill for each opponent beyond 1 that the Jedi is focusing on. Targets can be switched from turn to turn as the Jedi sees fit.

COMBAT SPEED (N)

This martial ability allows the Jedi to gain a certain number of extra attacks per turn equal to his Force Sensitivity level. Costs 3 to activate for the duration of combat.

LIGHTNING (DS)

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.

DARK FRENZY (DS)

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 2 points of fatigue used: +1 to weapon skill, +1 to Active Defenses. Per 4 points of fatigue used: +1 attack per round (cumulative to other abilities). All abilities gained are active for 5 seconds and can be maintained by spending half cost for an additional 5 seconds.

JEDI KNIGHTS & SITH MARTIAL ARTS & COMBAT

Good versus Evil, the eternal struggle. Two warriors face each other with grim looks on the bridge of a drifting star destroyer, , knowing that only one will leave the battlefield alive. Then a sudden attack, a quick parry, a counterattack and an acrobatic retreat maneuver. For a few seconds the two fighters seem to be a whirlwind of moving shadows, surrounded by the colorful electric flashes of their colliding Light sabers. Then there is a short deceptive silence, only heavy breathing can be heard when the two warriors slowly step towards each other again . . .

WHY MARTIAL ARTS?

The question why we need rules for Martial Arts in the Star Wars universe is easy to answer: just because it is fun! I think we all enjoyed the fight between Darth Maul versus Qui-Gong and Obi-Wan more than the final showdown between Obi-Wan and Darth Vader in Episode IV.

This Martial Arts chapter should enable the players to make their sword fights fast and furious and more colorful through explicit descriptions of the used maneuver. For those who do not like the Martial Arts I suggest to use this chapter in addition to the standard combat rules of the Advanced Combat System in the GURPS Basic Set. If you don't like the Martial Arts, simply leave out the Maneuver section and refer only to the following suggested combat skills.

REALISTIC COMBAT

In a "realistic" game it is difficult to set Light saber fights in an entertaining manner. Most of the maneuvers described in this section remind us of cinematic sword fights as seen in Episode I, Crying Freeman or Highlander. Even in a realistic campaign the art of swordsmanship is appropriate because the Jedi and Sith are lead by the Force which enables them to develop hyper-reflexes, an extraordinary combat sense or intuitive movements. The maneuvers may seem cinematic – but the result of a single blow that comes through is quite realistic!

STYLE (OPTIONAL)

Those who love the Martial Arts maybe want to choose a certain style (Tae-kwon-do, Kung-Fu, Judo...) that represents the preferences of certain maneuvers – I recommend GURPS Martial Arts for a detailed and complete description of most styles. Although it is an everlasting discussion between Martial Artists there is no "better" or "worse" style – there are only good fighters and bad fighters!

For the Jedi or Sith there are no style-bound limits in the choice of the maneuvers, because their training is beyond cultural borders, although they maybe choose to train certain maneuvers more than others. For some aliens are even maneuvers possible that nobody ever heard of, imagine a 4-armed, winged alien with a long tail – and the full-coordination advantage!

SKILLS

At least some of the following combat skills a Jedi/Sith would know. It is not a must to take all of them but some are recommended very much because they are a prerequisite for some of the following maneuvers. Even if you don't want any special maneuvers you can rely on the following skills because they are characteristic for the ancient art of fighting of the Jedi and Sith.

Combat Skill	Diff	Description	Ref.
Light saber	PA	The ability to fight with a Light saber	Jedi skills
Other Weapon	Sp.	Any other main weapon, from Saber to Bo	Below
Karate	PH	The general skill of punching and kicking	B51
Judo	PH	The general skill of unarmed throws and grapples	B51
Acrobatics	PH	The ability to perform gymnastic stunts	B48
Throwing	PH	The ability to throw with accuracy & distance	B50
Jumping	PE	The ability to jump with strength and dexterity	B48/88
Brawling	PE	Unscientific combat (fists, knees)	B50
Body language	MH	"Read" subtle motions to foresee an attack/maneuver.	CI132
Fast-draw Light saber	PE	The ability to get your weapon ready as fast as possible.	B50
Precognitive Parry	MH	The ability to parry shots/attack before they reach you. This includes the Parry Missile Weapon skill.	CI143
Blind fighting	MVH	Nomen est omen.	CI138
Body control	MVH	Mind over matter. Learn to control your emotions.	CI138
Tournament Law	ME	The old knowledge about the rules of fighting. Even in a mortal combat is respect for the enemy.	MA30

MANEUVERS

In the Martial Arts a maneuver is a special movement of a skill category that defaults to the prerequisite skill. (E.g. Somersault is special movement of Acrobatics. It is considered hard and defaults to its prerequisite Acrobatics – 3).

All maneuvers are considered being either average or hard. You can improve your maneuver by giving points in it as shown in the table below (When you put 4 points in Somersault it is equal to your Acrobatics skill). Only few maneuvers can exceed the prerequisite skill.

All following maneuvers can be looked up for details in the books: GURPS MARTIAL ARTS and GURPS COMPENDIUM I. The maneuvers for armed combat are developed by myself. Descriptions are below the maneuvers table.

MANEUVER COST TABLE

	Average	Hard
Default	0 Points	0 Points
Default +1	½ Points	1 Points
Default +2	1 Points	2 Points
Default +3	2 Points	4 Points
Default +4	4 Points	6 Points

Use this table to define the skill-level of the maneuvers given in the following categories Armed Combat and Unarmed Combat. For combat it is important to keep in mind that some of the Force disciplines have influence on the success of the maneuver roll!

ARMED COMBAT: CHOICE OF WEAPONS

Most Jedi or Sith fight with Light sabers. The sword is the ultimate weapon in the fight between good and evil, even the Archangels used flaming swords... For those who like the symbolism: Do not read further and let the ultimate weapon be the sword!

But generally it is up to you. As the last instance the GM has to decide what weapons are allowed and which are prohibited. Furthermore he has to decide how difficult the weapon is to handle and whether it defaults to another weapon skill. There are some considerations one has to make before you choose your weapon.

Number of blades : Darth Mauls Light-Bo had two blades. This can be impressive and dangerous – even to the user!

Length of blade : How long is the blade of the sword? The longer a blade is, the more difficult it is to handle... on the other hand it increases the fight distance.

Flexibility : Is the blade flexible? A light-whip sounds great fun – but how do you block with such a weapon in infight? Or how do you fight in a small corridor?

Color of the blade : A cosmetic question, but an important one. The color should mirror the character of the PC.

Time of ignition : How much time does it take until the weapon is fully ignited?

Shape of weapon : Does a Light saber have to be a long glowing stick? Couldn't it be shaped like a ring or a bowed saber? Generally it's the GMs decision – but always keep in mind: never touch the blade . . .

The following page has some suggested weapons in the tradition of the martial arts.

LIGHT SABER (P/A)

The weapon of choice favored by Jedi and most Sith adepts.

BO (P/A)

Darth Mauls weapon. It looks like a long stick – but instead it has two deadly blades and just one larger grip to handle it.

DAN BONG (P/A)

A shorter stick, treat it like a sword with a short blade. They are usually used in pairs. With the Ambidexterity advantage this allows fast and aggressive attacks.

THREE-PART-STICK (P/VH)

Very difficult to learn. The weapon looks like a long nunchaku with three elements instead of the usual two. The middle element is the handle; the other two are the blades.

Of course you could come up with other weapons. When you try to think of own creations always keep in mind that the weapon should be able to handle attack and defense actions. And that it needs a grip where you can hold it, which is also a vulnerable point of the weapon.

SHOULD I FIGHT ONE-HANDED OR TWO-HANDED?

Whether you fight one- or two-handed has important consequences on the fight.

FIGHTING ONE-HANDED

You have one "free" hand to one additional move (using the Force (Lift, Grab, Push), pushing buttons...) if possible, but your Parry is only ½ weapon skill.

Modifier for the contest of strength is 1.

FIGHTING TWO-HANDED

This gives your weapon more stability and your attack and defense more Strength. Your Parry is 2/3-weapon skill (with only light encumbrance) for usual defense without special maneuvers. Force disciplines can still be used when you do not need to make a movement with your hand.

Modifier for the contest of strength is 1.5.

INVOLUNTARY LOSS OF WEAPON OR BALANCE

During an extraordinary powerful attack it can happen that the defender is disarmed or loses balance although he has blocked successfully. This has to do with Strength and accuracy of the Attack/Defense. Imagine you try to hold a 1,5m long bar with one hand above your head. A powerful strike against this bar could develop so much kinetic energy that it was impossible for you to keep it in the former position. It would either fly away or crush on your head. In the same manner a Jedi could be killed by his own Light saber!

After an extremely aggressive attack maneuver you maybe have to roll a Contest of Strength to see whether you loose your balance or your weapon. A successful Parry is always provided.

CONTEST OF STRENGTH

- + (Success of Defense roll)
- + (Success of strength roll) x (modifier)

against

- + (Success of Attack roll)
- + (Success of strength roll) x (modifier)

Results: If the attacker's success in the contest of strength exceeds the defender's success by more than 1/3 (round down), the defender looses his weapon or balance. The higher the success is, the more fatal is the result.

Failed rolls: If the defender fails his parry or strength roll it does not automatically mean that he is hit. It is up to the GM to "simply" let the weapon fly away or let him fall or tumble. Anyway the next round no parry or block roll is possible!

Modifiers: The modifiers can decide, whether one lives or dies. Modifiers are defined by the maneuver you use and whether you fight one or two handed.

Important: When using maneuvers that change the modifiers be sure to add the modifiers inside the brackets of the given formulas before you multiply it with the results of the strength and attack/defense rolls.

This effect shows that it is sometimes wiser to dodge or retreat instead of blocking.

MANEUVERS

The following table shows the different offensive and defensive maneuvers for armed combat.

Maneuver	Diff.	Effect:	Ref
Feint	Hard	Reduces the defense roll of your enemy.	MA39, B105
Hit location	Hard	Lets the attacker reduce penalties for hit location	CI168, B109, B203
Dual-Weapon Attack	Average	Attack with two weapons at once	MA43, CI166
Roundhouse, Swinging	Hard	Bonus on strength +attack roll. Malus on control.	New
Roundhouse, Impaling	Hard	-2 on attack roll, but also –2 on defender's maneuver	New
All-Power Attack	Average	Increases Attack Strength up to +3	New
Parry	Special	Standard Parry maneuver	B
Ground Defense	Hard	Allows a Parry when lying on the ground	New
Roundhouse Parry	Average	+2 on Strength of Parry	New
Deflective Parry	Hard	Returns the parried shot	New
Enhanced Parry	6 points	Adv./ +1 on Parry	MA43
Enhanced Dodge	6 points	Adv./ +1 on Dodge	MA43
Acrobatic Dodge	Special	+1 on any dodge	B108
Block (Weapon)	Hard	Contest of strength initiated by defender	New

FEINT (HARD)

Defaults to any Combat skill. Prerequisite: Any Combat skill; must specialize; cannot exceed prerequisite skill+4. See MA39 or B105 for details. A "Fake attack" that reduces the next defense roll of your enemy.

HIT LOCATION (HARD)

Defaults to any Combat skill-3. Prerequisite: Any Combat skill; must specialize, cannot exceed prerequisite skill. See CI168 for details. A success lets the attacker reduce the penalties for hit location. Hit location must be bought separately for each combat skill. Each level of hit location gives a bonus on the attack skill but only to reduce the penalties for the body part table on B203. This bonus is +1 at skill-2; +2 at skill-1 and +3 at skill level. This should show that even a high skilled fighter does not have to be a precise fighter.

DUAL-WEAPON ATTACK (AVERAGE)

Defaults to combat skill-4. Prerequisite: Any one-handed combat skill; must specialize; cannot exceed prerequisite level. See MA43 or CI166 for details. An attack with two weapons at one turn. Either against one or more opponents. Really interesting with the Ambidexterity advantage.

ROUNDHOUSE, SWINGING (HARD)

Prerequisite: Any combat skill; must specialize; cannot exceed prerequisite level. Extremely aggressive maneuver – contest of strength possible. A fast pivot turn with a following swinging attack with the weapon. The fast turn gives the attack additional strength and should irritate the defender. On the other hand it is more difficult to control the preciseness of the blow. Any Hit Location for this strike get an extra –2. A successful roll of the Roundhouse gives the attack strength +2 and –1 to the defender's parry.

ROUNDHOUSE IMPALING (HARD)

Prerequisite: Roundhouse, Swinging; must specialize; cannot exceed prerequisite level –2. A fast pivot turn with an impaling attack. This is more difficult than the swinging attack but even more difficult to parry. A successful roll gives –2 to the defenders Parry and the Block maneuver is not possible!

ALL-POWER ATTACK (AVERAGE)

Prerequisite: Any combat skill; must specialize; cannot exceed prerequisite level-2. Extremely aggressive maneuver – contest of strength possible. An extremely powerful attack with more strength than the usual attack. Unfortunately more power means less control. It increases the chances to unbalance the defender or to unarm him. This maneuver can be compared with the All out Attack in the Basic Set – but you can choose how much power you'd like to "invest" in your blow. This cannot exceed +3 to usual strength. Furthermore in this maneuver you do not necessarily loose your next defense.

Strength	Attack Roll	Modifier for Contest of Strength
ST	+0	+0
ST+1	-2	+0.1
ST+2	-3	+0.2
ST+3	-4	+0.25 (loose next defense roll)

ENHANCED PARRY (6 POINTS)

Limitation: only one level allowed. This is basically an advantage, not a maneuver. It gives +1 to any Parry maneuver.

ENHANCED DODGE (6 POINTS)

Limitation: only one level allowed. This is basically an advantage, not a maneuver. It gives +1 to any Dodge maneuver.

PARRY

Prerequisite: Any combat skill; can be improved with Enhanced Parry or Maneuvers. This is the standard Parry. 2/3 combat skills two-handed, ½ combat skill one-handed.

GROUND DEFENSE (HARD)

Prerequisite: Any combat skill; must specialize; cannot exceed ½ Parry. When lying or kneeling on the ground a defense is more difficult, but even than can be trained! With this maneuver the fighter increases his chances to parry a deadly attack and to get on his legs again.

ROUNDHOUSE PARRY (AVERAGE)

Prerequisite: Any combat skill; must specialize; cannot exceed Parry. A fast pivot turn with a following parry. The turn increases the strength of the parry, which is useful against extremely powerful attacks. A successful roll gives +2 on strength of parry.

DEFLECTIVE PARRY (HARD)

Prerequisite: Precognitive Parry; must specialize; cannot exceed 2/3 prerequisite level. This is the ability to deflect blaster bolds with the Light saber and return them to the attacker. After a successful Precognitive Parry roll one must roll against Deflective Parry to see whether the shot is returned to the intended direction. After a hit one must see on the Area of Body table (B211) where the shot has hit. No Hit-Location possible.

ACROBATIC DODGE

Defaults to Acrobatics. See B108. A successful roll against Acrobatics gives you +1 to your dodge. For fancy dodging see the Acrobatic maneuvers below.

BLOCK (HARD)

Prerequisite: Any combat skill; must specialize; cannot exceed Parry. A Block is a defense maneuver where the defender tries to keep contact with the opponents weapon to push him away or stop him from further blows in the same turn. Even other actions (grip, spit or conversation) are possible. After a successful roll one can try to push the opponent away in a standard contest of strength. No further attacks with the weapon that blocks or is being blocked are possible, as long as the block lasts. +2 against All-Power Attack.

ALL-OUT-DEFENSE

See MA50. If a fighter chooses to fight only with a defense tactic (e.g. to win time) the number of parries he has, doubles. Anyway he has no attack as long as he chooses the All-Out-Defense maneuver.

MORE ACROBATIC MANEUVERS

These maneuvers default to acrobatics and cannot exceed this skill. They should give more color to the game and make fights more entertaining.

Breakfall	Defaults to Acrobatics
Somersault	Defaults to Acrobatics-3
Flying Cartwheel	Defaults to Acrobatics-3
Flip-Flop	Defaults to Acrobatics-2
Judo Roll	Defaults to Acrobatics

UNARMED COMBAT

A trained Jedi or Sith can even without his Light saber be an all-deadly foe. The following maneuvers are as well taken from GURPS Martial Arts or the Compendium I. I recommend both books to all GMs who are interested in detailed combat. For further details or even more maneuvers, please consult either of those books.

The maneuvers marked with an asterisk (*) can be theoretically used in armed combat as well. For example during the stuck situation of the block maneuver. The player should decide when he wants to add a strike or kick instead of another blow with the sword. New invented maneuvers are marked "new". Descriptions for the new maneuvers follow.

ROUNDHOUSE KICK

Defaults to Karate-3 or Brawling-4. Prerequisite: Karate or Brawling; cannot exceed Prerequisite. A fast pivot turn with a following kick against the head of the enemy. Damage is thrust/crushing+2.

HAMMER KICK

Defaults to Karate-2 or Brawling-2. Prerequisite: Karate or Brawling; cannot exceed Prerequisite. One leg is thrown high above the head to let it fall down like a hammer on the

Maneuver	Diff.	Ref.
Aggressive Parry	Hard	MA37
Arm or Wrist Lock	Average	MA37
Back Kick*	Hard	MA38
Disarming	Hard	MA38
Elbow Strike	Average	MA39
Feint*	Hard	MA39
Hand Parry	SPECIAL	MA40
Hand Strike	SPECIAL	MA40
Hit Location*	Hard	MA40
Hook Kick*	Hard	MA40
Judo Throw	SPECIAL	MA41
Jump Kick*	Hard	MA41
Kicking*	Average	MA41
Knee Strike	Average	MA41
Leg Grapple	SPECIAL	MA41
Spin Kick*	Hard	MA42
Sweeping Kick*	Hard	MA42
Roundhouse Punch	Average	CI171
Roundhouse Kick*	Hard	New
Hammer Kick*	Average	New

enemy. Damage is thrust/crushing +1/5 karate skill. For those who enjoy detailed fighting, rules to create new maneuvers can be found in the Compendium 1. Theoretically every single technique made in one of the described maneuvers can be made in a jump (with an additional feint bonus or damage bonus). E.g. one can create a flying roundhouse kick maneuver, which would be very hard to learn but very effective and dangerous!

FIGHT

ELEMENTS OF LIGHT SABER FIGHTS

Choice of Attack: In the beginning of every round one must decide, with which maneuver one wants to attack. If one decides to take the standard attack roll one has to decide, whether the attack is swinging or impaling.

MOVEMENT

Take the movement rules from the Basic Set Advanced Combat Chapter. Movement can be very important in a fight! Decide whether you want to stay in your former position, retreat or attack in a forward movement.

FATIGUE

Fighting is hard work! The fatigue rules are absolutely necessary to have a minimum of realism. If a fight lasts longer than 3 minutes the fighters will suffer fatigue. After

10 further seconds each fighter looses 1 point of Fatigue. After another 3 minutes they have to roll against Health to see whether they loose another point of fatigue. On a critical failure the fighter looses 2 points!

After every extraordinary powerful attack or contest of strength the fighters have to roll against HT to see whether they loose an additional point.

Important: These rolls assume that there is a rest period of 30 seconds between the attack turns. If there are no such breaks in the fight – roll as above after every 3 turns! Usually in a realistic tournament fight, the fighters spend more time with preparing their tactical attack than madly punching or kicking each other.

FASTER FIGHTS (OPTIONAL)

This is best described in GURPS MA48.

GURPS STAR WARS SOURCEBOOK

CINEMATIC ELEMENTS OF LIGHT SABER COMBAT

The following section should be seen as mere suggestion to those who like cinematic behavior in their campaign. This is just for game fun, not for realism.

LIGHT-SABER FIGHTS INFLUINCE ON THE AUDIENCE

Two fighting warriors have charisma +4. Any people around who want to help either of the warriors must roll against IQ-4 to see whether they can act or are stunned with fascination of the fight.

SHIELDS IN COMBAT

Theoretically the GM can decide to allow force-shields in combat. These use the rules for the standard shield skill. A shield can be used to block but there are no maneuver rules for the use of the shield in this wordbook.

THE FORCE & COMBAT

The Force rules described in another chapter of this book count as well in combat. Force use in combat can result in a superhuman battle where the warriors jump some 10 meters high, move with extraordinary speed or throw things at their enemy with their telekinetic power. Always remember that the Force costs Fatigue points, which are important for the contest of strength in a battle.

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, disadvantages and skills can be used and added to PC:

NEW ADVANTAGES

FLYING ACE   (35)

Your Flying Machine is almost a part of you! You get a bonus of +3 for every critical situation in that vessel as the last evasive action or a spontaneous hyperspace jump. Furthermore you can fly every other spaceship at your best vehicle skill-3, provided it has a similar size.

FORCE SENSITIVITY

This advantage is the main source of power for both Jedi and Sith. It is fully described in the **THE FORCE, JEDI & SITH** chapter.

FORCE RESISTANCE   (2/LEVEL)

This rare ability allows its possessor to resists 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 as Force Resistance of 6 (12points). So, the Jedi would role a modified skill role against skill 7 (Skill 13 less 6 of resistance = 7).

GALACTIC SENSE   (15)

This ability is a prized asset to those that are born with it. It allows them to instinctively "**sense**" hyperspace routes on a subconscious level. In game terms, it adds +5 to the astrogation skill roll.

NEW DISADVANTAGES

WANTED CRIMINAL   (VARIES)

Either due to his own actions, because of alliances or because he is being framed, the PC is being pursued under warrant by local authorities. If caught, he may be jailed or questioned about a certain crime or event under investigation.

Wanted: For Questioning.	-2
Wanted: As a possible suspect.	-5
Wanted: Local Warrant for arrest.	-10
Wanted: National Warrant for arrest.	-15
Wanted: Multinational Warrant for arrest.	-20
Wanted: Public Enemy #1	-30
For each additional warrant after the first one.	-1
For each nations in which the warrant(s) is/are valid	-2

FREE DROID   (-10)

Some droids, for different reasons or fluke of destiny, are without masters. Such droids are always regarded as oddities and suffer from a major social stigma. On some world, "free" droids are illegal and are hunted down and destroyed. Most citizens will not approach or deal with a "free" droid, afraid that it might be defective and dangerous.

NEW OR MODIFIED SKILLS

ELECTRONIC OPERATIONS
(HYPERSPACE BEACONS)   (M/A)

This skill represent the knowledge required to maintain, repair and place hyperspace beacons.

COMPUTER OPERATION (M/E+2)
(DEFAULTS TO IQ+1)

Using the Computer Operation skill is so easy that the skill defaults to IQ+1 and any operators add +2 to their regular skill rolls.

COMPUTER PROGRAMMING (M/A)

Programming computers is also relatively easy and no longer requires years of training. The skill Computer Programming is no longer M/H but only M/A. Normal default applies.

COMPUTER HACKING (M/VH –3)
(NO DEFAULT)

Hacking computers is a dangerous game in a universe of AI computers and self-aware droids. Because computers are 99% of the time AI systems, they can FEEL someone trying to fool around in their "guts". Thus, the hacker is at greater risk when attacking a computer system or a droid master programming. Many larger systems include efficient defenses such as electric current feedback and numerous safety subprograms and routines. Many droids are pre-programmed to scramble and dump their memory core in case of attacks. The Computer hacking skill is M/VH and always rolls at –3 on computer systems.

Many hackers have had their brains fried when hacking while hooked in a neural interface. Prudent hackers, or those using standard interfaces (keyboard, voice, HUD, etc.) usually live longer lives, but eventually get caught when the AI notifies police that it is being "assaulted".

LANGUAGES SKILLS

Because the galaxy is so vast and no translator technology exists, individuals must learn many languages if they are to travel to other worlds. Here is a list, broken down by difficulty, of some of the major languages:

Easy	Average	Hard	Very Hard
Native [1]	Galactic Basic	Ewok	Gammorean
	Calamari	Huttese	Wookie
	Devaronian	Tusken	Aqualish
	Rodian		Ithorian [2]
	Twi'lek		

[1] One's own language is always M/E (native).
[2] Requires the assistance of a device to project sounds in stereo)

CAMPAIGNING

The Star Wars universe is full of adventures, stories…and destinies. To be a PC in this universe means to choose between hundreds of races with strange outward appearances and exotic abilities (or to create your own!), thousands of planets with different technology levels from stone age to robot slavery, millions of individual background stories where your imagination is your limit…but only one choice between two parties in the major conflict between good and evil!

To plan a campaign in the Star Wars universe can be more challenging than you might first think! From the academic point of view, Star Wars is not science fiction, but fantasy. There are no flying carpets but spaceships, no dwarves but Ewoks. There is a princess to be rescued and knights who are to uphold the virtues of goodness and are willing to defend it with the ultimate symbolic weapon between good and evil – the sword.

This shows us one of the major problems of role-playing: our individual attitude towards the inner movie we create in our brain during gaming. Everybody has its own imagination about Star Wars – key scenes that impressed one especially while others remained untouched by them.

Is it the dark atmosphere of the conflict between temptation and repulsion in The Empire Strikes Back, or the easiness of the tribal Ewoks in Return Of The Jedi that impressed you most? The difficulty in role-playing (with style) is to create a setting in which all players have the same idea of the universe they are living in. Therefore, one should try to define the setting of the campaign as precisely as possible.

TIME - A LONG, LONG TIME AGO…

Although this world book is set in a time about 30 years after the death of Emperor Palpatine and Darth Vader, one can decide, for good reasons, to play in an earlier time period. The conflict between the Republic and the Empire effects most of the universe. Based on the atmosphere you want to create and the plot you plan, you should decide in which time your campaign would take place. The time-line in the history section can be of great help to gather information about the most important events. Just think what these events meant to individuals in the Star Wars universe. The construction of the Death Star might have been seen as positive, negative or meaningless, depending on the point of view and the individual's involvement in the scheme of things. It would be positive to a young ambitious storm trooper who sees himself as a representative of law and order in the galaxy, negative to a politician who sees through the web of intrigue of the Emperor and meaningless to a single smuggler on a far away desolate planet.

Just think about the meaning of the historical setting to the PCs and the importance to the campaign. You can even play in the movies, or between them and fill the gaps with your imagination…

PLACE - …IN A GALAXY FAR, FAR AWAY.

There are endless worlds in the Star Wars universe where a story can take place. The most important thing is to consider whether the world is under Republican, Imperial or Neutral control. Even when it is a neutral world or a sovereign state, it doesn't have to be a boring one.

There can be a cold political war between politicians of the two parties or a third party suddenly comes up. Neutral worlds are often preferred by beings that do not want any of the established parties.

Then, think of the actual planet make-up. What is its geological structure, its climate? What tech level does the population have and what kind of culture? Are the natives baseline humans or something else? What is their attitude towards the ongoing political struggle? Do they have a religion? Some of these questions are addressed in the Stellar Mapping chapter, but there remains much development work for the GMs to do.

In Star Wars, planets are often treated like cities. It is unlikely that a whole planet has only one capital city – but if it suits your universe, than it's okay! In a way, that's how Star Wars works. If you want to set your campaign in a more structured world, go ahead! Just turn on the news and you will see how complex national politics can be – imagine what it be in a whole universe. Even little sub-adventures are possible on any worlds. The GURPS Space Atlases are recommended reading.

Whatever you do, always keep in mind that there is a larger conflict out there, and most worlds know that if they do not choose sides, somebody else will for them…

ATMOSPHERE - LIGHT -VS- DARKNESS

In a good story, the plot is not the only important element. The atmosphere that is created during the story telling counts for much of the appreciation. Role-playing, in a way, is storytelling, therefore be careful with the atmosphere you choose to convey. Atmosphere can only be created by the careful descriptions of the GM, possibly supported by ambiance music and lighting conditions – The GM is the one who has to get the PCs attention! There are various kinds of atmosphere one can create:

DARKNESS

It is similar to the main atmosphere in episode V The Empire Strikes Back. The Empire is a cold professional working war-machine, flooded with the Dark side of The Force. This dark force is a symbolic mix between attraction and repulsion. Even evil forces have the fascination of professionalism. Decisions are made rationally and the individual does not count. The architectural structure of imperial installations and ships, with their high walls and cold metallic design, represent the atmosphere best.

FAIRY TALE

A community is endangered and a party is sent out to maintain the social status quo. The Ewoks are a good example for the fairy tale atmosphere. Dwarves help the knights and the princess to capture the dark fortress. This is more or less a light atmosphere, comparable to classic fantasy RPG. This atmosphere type also represents best the overall Star Wars genre.

COMEDY

Jar-Jar Binks! The comic relief is the favorite of most children…and adults! How Jar-Jar fights the battle droids explains this category best. This atmosphere type is best suited when played with cinematic rules.

HOPE

"One fighter against a battle station?" Where hope resides, there is also courage. Desperate fights against overwhelming opponents can create wonderful effects in a game. From absolute hopelessness ("Everything was in vain, we are lost!") to martyrism ("You are wrong. Soon I die, and you with me") this style covers much ground preferred by many GMs and players.

FEAR

Star Wars meets Aliens. Especially in a space-campaign with high-powered weapons, fear is not easy to create. Peoples are not scared by the mere appearance of alien creatures, so you need something that they are afraid of. Horror is much more subtle than terror. Horror exists in us – terror around us. A dark ghost-station with flickering lights and crashing sounds can create horror because it raises questions in us: Why is the station left? When I open this door, what awaits me behind? Do I need to fear the station falling apart due to damage to the outer hull? And what was that screaming sound?

The atmosphere of your game will determine how the PCs behave – and of course what the players will feel during the game.

GOOD VERSUS EVIL

What is good? What is Evil? It is just a point of view. Most evil persons do not consider themselves as being evil. In Star Wars, there are exceptions: Being evil for the will of the Dark Side is content! Playing Imperials can be much fun! Being in the role of an admiral of the new Empire, dreaming about the times of the mighty Empire is great! It offers many opportunities and questions. Is the rebellion just organized terrorists from the point of view of an Imperial officer? What about the simple farmer on his desolate world far from the front?

If one wants to play the classic Good vs. Evil campaign, it is advised to make the fight personal. The evil person can be seen, as an archenemy best when he does some harm that cannot be made undone. Let one new enemy kill somebody really loved – and you have an enemy for the next few game sessions.

CINEMATIC VERSUS REALISTIC

In role-playing it is important to define exactly whether the campaign you play should be as realistic as possible or full of cinematic atmosphere. This does not simply depend on the world you are living in. James Bond stories take place in a realistic nowadays world, but the characters are cinematic. On the other hand many science-fiction stories take place in the far future but the characters behave realistically. In literature, one calls this realistic fiction versus romantic fiction. Whatever you like better – it is your game, but keep the players informed!

CINEMATIC – EVERYTHING GOES

The Star Wars universe is full of cinematic elements. Spaceships do not obey the laws of physics, or the Force creates unimaginable powers. If you play a cinematic campaign there is only one rule: everything goes. Storm troopers always miss their targets with the first shot. A single X-wing can attack a squadron of TIEs. Characters are the superheroes that look death in the face - and are still joking.

When you play cinematic God (the GM) has to be merciful! Allow the PCs to be heroic – but do not exaggerate too much! It is difficult to keep the balance between game fun and tension, because a pure cinematic character does not fear to die. When you prefer this type of GMing always let the characters know that they are not immortal. The Annex at the end of this book will help you choose which cinematic rules to use for your game.

REALISTIC –FIGHTS ARE DEADLY

To play realistic in a fantasy setting is not as difficult as it seems. You must accept that the Star Wars universe has different laws of physics – and that is it!

In a realistic game, the storm troopers are elite soldiers, not gun-fodder. Star destroyers are mobile siege ships with a professional crew – they are too expensive to take the risk to loose them. And for sure, nobody would leave such a weak point as the ventilation system on a space station worth some billion credits!

Realistic gaming is difficult. Death is always present, even a starship is only a little oasis in the emptiness of space. Hull damage means immediate death. Fear is present in realistic gaming, probably even helplessness in a futile fight against a fascistic regime.

Whether you decide to play realistic or cinematic is up to you. But inform the players about your idea of the universe and your game. And be content in your decision! It is no fun to play a realistic character in a James Bond movie! When you play cinematic the universe is the playground of the PCs, they are the heroes, the last men standing on the sinking ship...

When you play realistic you should remind the PCs to keep their head down in a firefight – in realistic gaming it is a thin line between courage and stupidity.

ONE SHOT VERSUS CAMPAIGN

THE ONE SHOT ADVENTURE

The one shot adventure is a short adventure played in only one or two game sessions. When it is over, well, that's it! One shots have some advantages to campaigns. The players are encouraged to play different characters than they used to play, maybe even characters they would not want to play in a longer campaign. Furthermore one shots can be more daring than longer campaigns. What-if-crossovers are good examples for one shots. What if the crew of a star destroyer is hailed by a cubic starship with the message "We are the Borg – resistance is futile!" There is only one directive for one shots: have fun for a night or two! It does not have to fit in a certain pattern or has to serve a certain campaign.

One shots are good to change your perspective, to find out what it would be like to be a storm trooper in a small village full of outlaws or even to be a Sith Lord planning to kill Luke Skywalker – and finally succeeding!

THE CAMPAIGN

Campaigns offer the PCs to be more than flat characters. PCs can develop during every game session; become older, more experienced, probably disillusioned from an idealistic attitude or they could even change sides. In a campaign, PCs become more valuable to the players because one develops the mere character sheet into a real personality. In a campaign it is easier to build up a conspiracy, to lead the PCs from session to session to a main event that culminates in the ultimate showdown. The campaign is a familiar playground where the picture of the universe grows in every session and every player gives his part to define the Star Wars universe.

TYPES OF ADVENTURES

There are endless adventures in the Star Wars universe. Thanks to the unlimited GURPS system you can be every creature you want to be, fight for the Rebellion or for the Empire - or both! You can be a Jedi or Sith, a pod-racer or X-wing pilot, literally the sky is the limit! But there are certain types of campaigns, which are typical for role-playing, whereby it is not important whether you are working for the good or the bad guys...

CAPTURE THE FLAG

An outpost or station has to be captured. This is the typical Spec.Ops campaign. Either take the station or clear the way for others to do so. This can take place on a planet or in deep space. Capture missions are always connected to fire fights and action related plot.

IN THE LIONS PIT

Spies in the H.Q of the enemy. One of the most dangerous missions because failure is not an option. To gather some important information the party has to go right into the H.Q. of the enemy. These missions can easily become an escape mission when everything goes wrong!

EVACUATION!

The enemy is attacking! Or the reactor overheats... You have low time but a lot of work to do to evacuate the place. Panic and failing logistic are working against you.

RESCUE

The basic premise in episode IV "A New Hope". Rescue a person or information from the enemy or any dangerous situation.

IT IS UP TO YOU!

Merchants or smugglers are making business between planets. This can be fun enough – but sometimes even the neutrals have to take a position in the war.

ALL OR NOTHING!

The enemy has the ultimate weapon or fleet, which is the key to victory. You have to risk everything to shuffle the cards new. Destroy the enemy's trump.

There are indeed endless adventures depending on the characters you play. Even an ordinary Merchant-campaign can be outstanding when you like it!

CROSSOVERS

Crossovers are the mix of two different settings. They are fun as one-shots but irritating in campaigns. Its most fun is to let the players not know that they are playing a crossover! Most Horror movies do only work because the characters in there do not know that they are playing in a Horror movie – or would you go alone in the cellar when you knew that you are only a guest-star in a Stephen King movie?

SPECIAL OPS

Easy. The PCs are soldiers of an elite group of either party. They have to fight the other side in a military setting, rescue prisoners, fight terrorism, etc.

HORROR

Everybody who saw "Aliens", "Predator" or "Event Horizon" knows that these topics can be mixed up. Imagine a group of rebels facing an enemy against whom all energy weapons are useless.

WAREHOUSE 23

A place where all the things exist they do not want you to have. This could be the Emperors hidden warehouse with cloning chambers – and worse things...

FANTASY

How would creatures like dwarfs, elves and wizards react to meet a gang of rebels or a squad of troopers?

STELLAR MAPPING & ASTROGATIONAL CHARTS

HYPERDRIVE SCIENCE

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 and a network of beacons, the pilot can calculate the nearest lane that will propel him in his desired direction of travel. There are some very rare individuals or races that have a natural knack for hyperspace navigation: Those are highly praised as navigator and usually are worth a lot to ships captains. Jedi also have the ability to instinctively calculate hyperspace jumps by using their Force abilities. Lanes vary greatly in size and performance, with some no longer than 1 light years and others requiring weeks in transit. Traveling through hyperspace is defined below.

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. The results of an unwanted or premature sortie out of hyperspace usually result in damage to the hyper drive system.

HYPERSPACE NAVIGATION 101

The following section describes the steps required to successfully perform a hyperspace jump. Although it seems complicated, this process is greatly assisted by Astromech droids and Navigation computers.

The time required to perform the necessary calculations is equal to 20 minutes less success on the astrogation skill roll (minimum 5 minutes).

- Distance to cover between A and B.
- Knowledge/frequency of use of the "lane" between A and B.
- Consistency and occupancy of the real-space between points A and B.
- Speed used over the H1 base.

The effect of the space-time continuum in hyperspace acts very differently than in our own dimension/ continuum. In hyperspace, travel-time is influenced by travel-distance in a way that makes the "miles per hours" references seems faster at longer distance.

Below 10pc	2hrs x distance in pc	6pc = 12hrs
From 11pc to 100pc	20hrs + 1hr x distance in pc	75pc = 95hrs = 3.95days
From 101pc to 1000pc	120hrs + [1hr x distance in pc divided by 4]	600pc = 270hrs = 11.25days
Over 1001pc	370hrs + [1hr x distance in pc divided by 50]	5000pc = 470hrs = 19.58days

Then, the actual knowledge about the lane must be accounted for. For well-traveled lanes, the government will have seeded hyperspace beacons that relay the required information to the ship's hyperdrive computer. On less traveled lanes or new routes, word-of-mouth information or commercial databases must be used to account for the lack of automated beacons.

- Major lane or known commercial lane: Less 30%
- Secondary lane: Less 20%
- Hyperspace beacon present: Less 10% (also adds +2 to astrogation roll)
- Standard lane, used on an on-and-off basis: Standard time
- Uncharted lane, used by "bush pilots" and smugglers: Increases time by 25%
- Unknown/unexplored: Increases time by 50%

After that, the forehand knowledge of that lane by either pilot and/or navigator must be taken into account. Although a lane is considered uncharted, a pilot that travels it twice a week will have the edge over a first time pilot/navigator.

- Pilot/Navigator has previous and extensive knowledge of that lane: Less 30%
- Pilot/Navigator has previous but limited knowledge of that lane: Less 20%
- Pilot/Navigator has only hearsay knowledge about that lane: Standard time
- Pilot/Navigator has no information or records about that lane: increases time by 25%

The amount of elements strung along the way in real-space also influences time because of the gravity fields generated by such deep space objects:

- Each stars crossed: Increases time by 0.5%
- Each "anomaly" (black holes, supernova, nebula) crossed: Increases time by 1% to 5%, depending on the anomaly (i.e. black holes are far more dangerous to navigation than nebulas)

And finally, the type of hyperdrive must be taken into account to complete the calculations for the hyperspace jump.

- Class-1 Hyperdrive: Standard time
- Class-2 Hyperdrive: Less 10%
- Class-3 Hyperdrive: Less 20%
- Class-4 Hyperdrive: Less 30%
- Class-5 Hyperdrive: Less 40%
- Class-6 Hyperdrive: Less 50%
- Class-7 Hyperdrive: Less 60%
- Class-8 Hyperdrive: Less 70%
- Class-9 Hyperdrive: Less 80%
- Class-10 Hyperdrive: Less 90%

STELLAR MAPPING

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 system is represented by a series of numbers and letters, each representing certain information about the star system in question. Example:

088-COR-CW-045G-S4B1

The sequence is as follows:

> Planet Number - Planet Name – Sector Name – Galactic Coordinates – Starport type – Bases type.

In our example, we are using Coruscant, capitol of the Galactic Republic. The code sequence means that Coruscant is planet #88 in the database, located at galactic coordinates grid #G in quadrant 45, in the Core Worlds (CW). Furthermore, Coruscant is equipped with a class-5 spaceport (top of the line orbital and ground facilities without shipyards), and is a major military depot for that sector.

DC	Deep Core	CW	Core Worlds
IR	Inner Rim	CO	The Old Colonies
ER	Expansion Region	MR	Mid Rim
CT	Centrality	OR	Outer Rim
CR	Colonial Rim	BP	Bakuran Protectorates
NT	Neutral Zone	SA	Shindaarni Alliance
HS	Hutt Space	SR	Sventorii Autonomous Region
DF	Djemsok Federation	WS	Wild Space (Beyond the galactic rim)

Information on worlds in the Star Wars universe can be found in the GURPS Star Wars Encyclopedia Galactica. Visit the GURPS Star Wars Project web page for more information.

KNOWN FEATURES AND SPATIAL HAZARDS

Although it's a huge galaxy, the fact that it is well traveled makes the notification of spatial phenomenon rather simple. One only has to notify the Interstellar Transit Authority, and the next engineering ship will update the beacon network accordingly. Among the most notable features known to traveler, the following are spectacular sights or grave dangers:

BADLANDS

The badlands are an area about 350 cubic parsec located in the Mid Rim Territories (borders sector O in the 300 to 310 region). The badlands are a huge cloud of gases in a constant state of plasma fusion. It generates plasma fires of incredible magnitude, sometimes hot and big enough to swallow an Imperial Star Destroyer whole.

Certain paths exist to the 3 planets located inside the badlands proper. These paths are not traveled often and are usually reserved to crazy bush pilots. No official carrier lands on any of the Three Sisters has the badlands planets are commonly known.

Of course, the difficulty of traveling to the badlands makes it a perfect area for pirate and smuggler's bases.

CLOAK OF THE SITH NEBULA

This huge cloud of proto-stars sits in Imperial space, in the Outer Rim Territories (around 132L). It is a spectacular sight due to its monstrous size (many cubic parsec). The Cloak of the Sith nebula always wreck havoc with the electronics of ships, often disabling those traveling to close to its borders.

GURPS STAR WARS SOURCEBOOK

ANNEX 1: CINEMATIC RULES FOR STAR WARS SPACE OPERA GENRE

WHAT IS A "SPACE OPERA"?

The term Space Opera is a composite of two terms: Space, which should be clear to everyone, and Opera, which is defined by the Webster's Encyclopedia as :

> 1.opus n, Pl opera. Opus: work; esp.: a musical composition or set of compositions [Latin: "work"] In old Greek literature (where the opus derives from) from Homer to Sophocles the structure of the drama was created very carefully with the intention to achieve a "catharsis" a kind of spiritual renewal of the audience.

To achieve this several stylistic devices were used from the tragic aristocratic fall to the fulfillment of ones destiny through a prophecy. When one draws parallels between the SW movies and old Greek dramas one can see that George Lucas surely has known at least the basic attributes of the classic Greek drama. It is important to see that the structured drama has absolutely nothing to do with reality – and that is why it was considered as art!

To conclude this, one can say that a Space Opera is a carefully constructed dramatic story set in the environment of a futuristic alien world. In the Space Opera it is not disturbing that a little farm boy is destined to rescue the universe, and that the major aristocratic villain is his own father – and that he finds out that the woman (from a few billion females in the universe) whose rescue initiated his quest is his own sister and furthermore a real princess. The only important thing is that the drama is structured well.

Although the GM of a good game is not considered to structure his/her plot as good as the old Greeks it is advisable to structure the plot of the game as carefully as possible. The Space Opera can be called "cinematic" in contrast to the "realistic" rules of this book – but as well it could be called "artistic" and "dramatic".

RULES

The following rules are to be seen as optional. There is only one real rule for the GM in a cinematic campaign: keep the game running! Especially in an action oriented scene of an adventure there is nothing more boring than useless calculating of game rules. When you want to play the cinematic campaign try to keep the action alive – even if that means to "bow" the rules in favor to the PCs actions. In movies or heroic tales the protagonists are hard to kill – there is no special logic in it. Even assuming silly actions can make sense in game: just remember Han Solo running screaming after the gang of Storm troopers in A New Hope. It is not realism but fun that counts!

ADVANTAGES & DISADVANTAGES

The following advantages and disadvantages should be treated as live-savers and entertaining gifts. On the other hand the disadvantages should be mere nuisances and no real life-threat. Most Adv./Disadv. are taken from the COMPENDIUM I. For copyright reasons only the side number is given for those. For the ones that are different from those in the CI descriptions are given. The GM should be arbitrary in the use of some of the advantages or disadvantages. Do not allow a "use" of advantages by the players (although it is suggested in the Basic Set) – nobody can really use "Luck".

ADVANTAGES

Ridiculous Luck (60 points): This is the superlative of Luck (15/30 points). You are lucky to cut the blue wire when you disarm a bomb – although the manual says it's the red one. Roulette is your favorite game. Luck is a phenomenon – ridiculous luck is a miracle. Unfortunately the GM decides how lucky you are…

Daredevil (15 points): Luck and Courage go hand in hand. Always when the situation requires action you get away better than others. You are not hit when you run in the line of fire of fighting warriors. But in contrast to luck you do have only a guardian angel, e.g. it has no effect on gambling.

Sharpshooter, see CI p.30 (45 points): You are a born shooter. You never suffer the Snapshot penalty and all hand weapons are either your highest weapon skill –2 or at DX.

Destiny, see CI p.35 (variable): You are chosen for a great destiny! This can as well be a Disadvantage!

Flying Ace (35 points): Your Flying Machine is almost a part of you! You get a bonus of +3 for every critical situation in that vessel as the last evasive action or a spontaneous hyperspace jump. Furthermore you can fly every other spaceship at your best vehicle skill-3, provided it has a similar size.

DISADVANTAGES

Unluckiness (-10 points): Things often go wrong for you. Mixers explode, your plastic bag tears when you leave the market or you are the only person with a full two-weeks rain season on a holiday. Unluckiness is a nuisance but never a real threat! Furthermore Unluckiness can be specified – bad luck with machines, with women, with vehicles…

Unluckiness should be used in an entertaining manner, not in a really dramatic one.

Unknown Enemy, see CI77 (variable): The unknown enemy is a good way to bring fear in ones life – and for the GM to come up with a mysterious new story to be revealed.

Evil Relatives (-10 / -15 / -20): Is the Emperor your father, the Hutts your family clan or a mighty Sith your brother? Depending on which side you are your relatives influence your career, your life or your destiny. The costs are relative to the status of the relative and his relationship to you. –10 could be your uncle the Fleet Admiral, -15 your brother the Sith Lord or –20 when a major person of the enemy is not only your father, but he is searching for you. Of course this Dis. can be taken in addition to the Enemy Disadvantage!

Mistaken Identity, see CI78 (-5): No, you are not the famous bounty hunter Dje-Darr, but everybody on that planet thinks that – in spite of the fact that you do not even look like him…

Klutz, see CI87 (-5 /-15): You are a Jar-Jar Binks. You have the tendency to drop valuable things, to slip on a banana or to fire your blaster while cleaning it. Depending on the cost is your risk to go through everyday life…

Ridiculous Curiosity (-10): They tell you never to touch that red button on the console, but its red color is irresistible to you. This is the compulsive behavior to find things out – often with dangerous consequences…

Lovers Distraction, see CI91 (-15): Even during dangerous firefights you have the tendency to fall in trance when you see your lady. Her beauty hypnotizes you and you spend your time daydreaming instead of fighting…

SOCIAL BEHAVIOR

ROBOTS AND YOU

Ok, robots are machines, only servants built out of transistors, a computer brain and many electronic gadgets. That does not mean that they are not loved… Most robots are self-aware and have a fully developed personality. This means that they have their own attitude toward problematic situations, their own likes and dislikes and even quirks.

Although they are in the first line machines they are treated as friends. One can discuss problems with them, play with them and rely on them. On the other hand people feel a strong responsibility for their droids – as for a friend and they would never leave them alone.

CINEMATIC COMBAT

IMPERIAL STORM TROOPER SYNDROME

The best-known movie phenomenon: the bad guys simply shoot worse than the good guys. This is the simple reason why Storm troopers do not kill with their first attack – even when it was an ambush or the reason why the battle-droids in Episode One didn't kill anybody at all…

DAVID AND GOLIATH

Although the Ewoks had only wooden spears and bow and arrow they were able to outnumber the Imperials. In a cinematic campaign the primitive weapons have a 1/6 chance to pierce any high-tech armor. This allows great numbers of primitive life forms to kill even superior soldiers. Just roll a number of dice equal to the number of primitive weapons that hit the enemy and select all dice showing the 1 as having gone through the armor.

JUST A FLESH WOUND

If one of the PC is hit in combat no vital organs can be hit. The blow/shot automatically hits either arms or legs and results in a flesh wound. Anyway the hit of the limbs reduces the movement of the PC.

POPCORN

In a movie 99% of all enemies are gun fodder for the heroes. Popcorn are the guys nobody remembers, faceless victims of the action oriented script-writer… This includes hordes of enemy fighters but as well people who just walk on the street. To emphasize the superiority of the PC over these people, Popcorn never gets any reaction rolls, whether it is a defense or a skill roll. Furthermore in combat the PC can decide whether the unworthy foe is knocked out or killed. When the GM wishes this decision is up to him – furthermore the GM decides whether a foe is Popcorn or not.

U.S. CAR EFFECT

In movies things have a tendency to explode. Explosions are a good FX for action-oriented campaigns. Let things go up in flames during firefights. Each blaster bolt that missed its target has a good chance to hit something else.

THINGS HAPPEN

Even when the situation is hopeless often things happen that do not seem logic but pure luck. The crew of a spaceship prepares for the impact of a torpedo that should kill them all – but the torpedo does not explode. It could simply tear a hole in the wall, the ship looses cabin pressure but the PCs get a second chance to react on the hopeless situation. If one does not want to get them away too easily, this could lead to a chain of desperate situations until they can finally make their escape. As a GM you should set your creativity as the highest priority – not the rules!

EVENT CARDS

A very good way to allow cinematic elements in campaign without outbalancing the whole game is the use of Event Cards. Event Cards allow the player to take a direct influence on the game without the danger for the GM to outbalance the whole game. The GM prepares a number of appropriate Event Cards. Every Card can be played only once. Each player is allowed to draw one Event Card at the beginning of each game-session. If he/she does not need to play the card during the game session the player is allowed to keep it until the next session. Anyway no player is allowed to have more than three cards, even if they get cards every game session!

Each card has a direct influence on the game. What this could be depends on the situation when the card is played and/or to the creativity of the player. The last rule is: the GM must agree to the intended effect on the game, as always he's the final instance.

The following cards have been used in our games and have proved to work fine without giving to much power to the PCs.

Farm not sold: The most powerful card in the concept. Although a person is supposed to be dead, he or she is not. That does not mean that he is not heavily injured or falls in a coma - but he is not dead. This refers to the one in a million chance that when a person is directly hit no vitals are damaged – some people even survive a direct shot in the head and live with a bullet in their brain without any brain damage.

Photosynthesis: "Freeze" the command, allows no further movement. Do not even breathe – a little photosynthesis is probably allowed… In the Army this is the command to stand completely still, to hide in the ground, to be the ground. Camouflage can be live saving. This card allows the player to let the PC hide himself or something for one game scene.

Team action: This card allows the group to confirm one team action as if trained before. For one action that means perfect timing of all team members.

Haste: For one or two turns the PC is allowed to act faster than usual. This could be anything from a faster reloading of a weapon to the automatic winning of the initiative roll.

Success: This allows one critical success on a certain non-combat situation.

CREATIVE USE OF CARDS

The creative use of the Event Cards is fun for all role-players. Try to play the cards in a different way than they seem to be usually made for and you will discover the real fun of the Event Cards. E.g. a Photosynthesis Card played on a radio transmission could make it impossible to jam or intercept.

DRAMATIC PLOT

THE REVEALING TRAP

For some reason the villains in a movie have the tendency to tell the trapped hero their plans before they unsuccessfully try kill him. Or even stranger: the hero is trapped in a room while the walls start to move and come closer every second. The villain tells him not only his whole plan but leaves him alone instead of watching him die. In a cinematic campaign this is great fun – although it is more or less ironic gaming.

GIVE THEM WHAT THEY WANT

For game fun it is important to give the PC what they want. You have a thief in the party? Let there be a situation where he can do a risky cat-burglar stunt and succeeds. You have warriors? Give them fights where they can show that they are the tough guys. Set each player in a spotlight for a few scenes of the play – so everybody feels to be a hero, not just the typical warriors.

SHOWDOWN

Most times the showdown is in the end. But it doesn't have to be that way, especially when the final success is the beginning of a furious escape action. Anyway, an appropriate showdown between the good and the bad guys is an absolutely must! But keep in mind that a gang of PC should not win too easily. Do not let there be only one villain against a gang of 4 or 5 PCs.

THE CLIFFHANGER

"The PC is trapped in quicksand and the fierce Tusken-Raider raises his gun to shoot him…Meanwhile back on the ranch…" It is great fun to keep the tension alive and to switch the place of action during the game. For those who like it, the cliffhanger game is perfect. Simply change the place by telling a parallel story or give every player two characters to play!

CINEMATIC SHIP DESIGN

NEVER JUDGE A BOOK BY ITS COVER

"You fly in that piece of junk?" In a cinematic campaign this is the wrong assumption. Although a spaceship looks rusty, old and unreliable it does not mean that it could not outsmart the latest development of Kuat-Star fighters. It is not important how old your favorite starship is, you can update it with the latest developments without any compatibility problems, furthermore you can crosswire any energy sources to get additional resources available when necessary. Choose any electronic devices or weapons you want to have in your ship. For each component you need 1d hours to build it in to work properly.

ANIMISM

To many guys, their ship is more than just a vehicle – it's a comrade! A captain probably talks to his ship, touches tenderly the console or even scolds it when it does not work properly! This phenomenon is called animism. Often it is more useful to say politely "please", than to grab the screwdriver. Minor malfunctions have a 50% chance to be repaired for the duration of one scene by the use of animistic behavior. Even the loss of major functions can be compensated in that way. The GM rolls secretly and decides whether the try was successful or whether the ship needs a mechanical repair.

CINEMATIC BLUEPRINTS

The blueprint of the ship does not have to be realistic. Usually a ship it built for function – not for design! This can be ignored. Do not consider how much space the reaction drive would really need and simply place it where it looks good! Furthermore you should include some comfortable corners where the action can take place during long distance flights. Build in a couch, a gambling table, and a kitchen…

PHYSICAL LAW AND YOU

Ignore the realistic rules for ship maneuvers. At a certain speed a vehicle is not allowed to react arbitrary. You cannot fly a 90° angle with a spaceship or slow down faster than you accelerate. In realistic space combat speed is unimportant, it is the acceleration that counts! For SW this is unimportant – simply set a "combat speed" for the vehicle. Within this speed the spacecraft is able to make a maximum turn of 90° in one game turn. For every 10% more speed the craft looses 10° of this maximum angle.

CINEMATIC JEDI POWERS

The following changes in the Jedi/Sith Force-abilities are to make the Force the ultimate power in the game! Therefore the GM has to decide very carefully which of these rules he allows and which are prohibited!

FATIGUE

For a cinematic use of the Force (well a even more cinematic use…) simply half the costs of the Force-skill. Furthermore the skill can be maintained at no cost!

POWER

The power of the force-skill doubles in relation of the level of force sensitivity. Every time when the modifier of the force level is used in a formula to decide the power of the force-skill, the level of sensitivity is doubled! This allows extreme powerful actions during the play – therefore the GM has to be careful with this rule!

ADDITIONAL SKILLS

Any Psionic skills from GURPS Psionic are allowed. If you come up with more skills that fit in the campaign – just go ahead.

ANNEX 2: STARSHIPS SPACE COMBAT SYSTEM

STEPS & PROCEDURES

Combat happens in a virtual manner, meaning that no boards or counters are used, and that no complicated calculations are made nor required. A certain amount of record keeping is required, but is mostly limited to tracking ship damages and shields status.

DETECTION & TARGET LOCKS

If the ships are within 10 miles, a visual detection (IQ roll) is possible. The ship's "Size Modifier" is used as a roll modifier.

If the ships are farther than 10 miles, an electronic detection is required. Each protagonist rolls versus Electronic Operations (Sensors) to determine if they "see" their adversary. Add the ship's "size modifier" as bonus to the roll and add +1 per ship in the adversary group. If appropriate, subtract the effect of ECM (Electronic Counter Measures) to the detection roll.

MOVEMENT

Once detected, the ship may choose between 3 maneuvers: Escape, Wait and Engagement.

- **Engagement** : Means that the pilot is accelerating his ship to attack speeds and adopting an offensive posture.
- **Escape** : Means that the pilot changes direction, maneuvers evasively and adopts a defensive posture. A "Quick Contest" of skills is required, pilot versus pilot, to determine if it works
- **Wait** : Means that the pilot maintains speed, direction and posture and waits to see what the adversary will do. It basically means that the player passes his turn.

ELECTRONIC

Now that the protagonists have detected each other and are moving accordingly, it is now time to activate, deactivate or modify electronics and ECM applications (Ex: deceptive jammers, intruder chameleon suites, auto-destruct charges, etc). A successful roll versus the appropriate Electronic Operations skill is required.

INITIATIVES

The pilots must roll a "Quick Contest" of piloting skill to determine who wins the initiative. The following modifiers apply:

- Add 1/10 of the piloting skill of the pilot, copilot or astromech droid (if applicable).
- Add 1/10 of the tactics skill of the pilot, copilot or astromech droid (if applicable).
- Subtract the ship size modifier.
- Add or subtract 1 per 25% of speed differential with the adversary, to a maximum modifier of 4.

MANEUVERS

Maneuver choices are resolved in initiative reverse order. That means that the pilot with the last initiative roll chooses first, followed by the next from last, and so one until the first pilot to win the initiative goes last. Each pilot determines his position in regards to the other ships positions and facings. The available options are:

- Offensive Covered: The pilot his in offensive approach from a position facing active defenses.
- Offensive Uncovered: The pilot his in offensive approach from a position facing limited or no active defenses.
- Neutral Covered: The pilot maneuvers near the enemy, maintaining distance and speed, from a position facing active defenses.
- Neutral Uncovered: The pilot maneuvers near the enemy, maintaining distance and speed, from a position facing limited or no active defenses.
- Passive: The pilot is trying to put distance between his ship and his enemy.

COMBAT

Combat occurs based on the maneuvers chosen by the pilots, and in the following order: Offensive-Uncovered, Offensive-Covered, Neutral-Uncovered, Neutral-Covered and Passive.

Second, weapons are then fired according to their speed of execution, based on the following order: Turbolasers, Lasers, Blasters, Ions, Proton Torpedoes and Missiles.

Whenever the To-Hit roll is successful, the ship that was hit may execute a Dodge maneuver. Counter-measures and ship size modifiers apply to the dodge roll.

DAMAGES

Whenever a weapon hits and a dodge is unsuccessful, damage is attributed to the target enemy ship. Damage accounting proceeds as follows:

- Roll damage and multiply according to the weapon statistics.
- Validate the amount of damage absorbed by shields and armor, based on the armor divisor of the weapon used. Shields and armor DR are accounted separately, going with shields first and followed by armor.
- Reduce damage value by the net DR value of the shields.
- Reduce remaining damage value by the net DR value of the armor.
- Reduce the ship's HT/HP by the appropriate amount of damage.
- Roll on the damage table to determine the effect of damage on the ship's systems and structure.
- Reduce shields and armor according to the amount of damage inflicted. On subsequent turns, also account for shields regeneration.

MOVEMENT

Once all damages and damage effects have been applied, remaining ships may move again.

ENGAGEMENT

Means that the pilot is accelerating his ship to attack speeds and adopting an offensive posture.

ESCAPE

Means that the pilot changes direction, maneuvers evasively and adopts a defensive posture. A "Quick Contest" of skills is required, pilot versus pilot, to determine if it works

WAIT

Means that the pilot maintains speed, direction and posture and waits to see what the adversary will do. It basically means that the player passes his turn.

DAMAGE AND EFFECTS TABLES

Depending on the amount of damage received by the ship (in % of remaining HP), use the appropriate table to determine damage results. Read results based on the number of rolls required per tables. The tables order is **mild** – **average** – **heavy** – **critical**.

0% - 5% 1-0-0-0	6% - 15% 1-1-0-0	16% - 25% 1-1-1-0	26% - 40% 1-1-1-1	41% - 55% 2-1-1-1
56% - 70% 2-2-1-1	71% - 80% 2-2-2-1	81% - 95% 2-2-2-2	96% - 99% 3-2-2-2	100% destroyed

Dice roll	Mild
2	Ship Destabilized: Apply –1 to all subsequent rolls
3	Drive Hit: Reduce speed by 10% until repaired
4	Main Weapon Hit: Reduces range by 15% and roll 1d6 less to the damage
5	Secondary Weapon Hit: Reduces range by 15% and roll 1d6 less to the damage
6	FTL Drive Hit: Apply –3 to the astrogation rolls until repaired
7	Life Support Hit: Reduces number of being supported by 10%
8	Sensors Hit: Apply –3 to all subsequent rolls
9	Power Plant Hit: Reduces power output by 10%
10	Accessories Hit: Reduces by 10% efficiency or destroys the accessory (random roll)
11	Fuel Tank Hit: Ship looses -10% of its remaining fuel
12	Landing Gear Hit: Destroys the ship's landing gear
13	Cargo Hold Hit: Destroys 1d6 tons of cargo
14	Passenger Section Hit: 1d6 passengers receive 1d6 damage
15	Crew Section Hit: 2d6 crewmen receive 1d6 damage
16	Artificial Gravity Hit: Reduces gravity by 10% and reduces G compensation by 1G
17	Communications: Reduces range by 25%
18	Force Screens/Fields: Reduces remaining DR by 15% and PD by 1

Dice roll	Average
2	Ship Destabilized: Apply –2 to all subsequent rolls
3	Drive Hit: Reduce speed by 30% until repaired
4	Main Weapon Hit: Reduces range by 30% and roll 2d6 less to the damage
5	Secondary Weapon Hit: Reduces range by 30% and roll 2d6 less to the damage
6	FTL Drive Hit: Apply -6 to the astrogation rolls and reduce class by 2 (minimum H1)
7	Life Support Hit: Reduces number of being supported by 30%
8	Sensors Hit: Apply –5 to all subsequent rolls and loose 1 sensing function
9	Power Plant Hit: Reduces power output by 30%
10	Accessories Hit: Reduces by 30% efficiency or destroys the accessory (random roll)
11	Fuel Tank Hit: Ship looses -30% of its remaining fuel
12	Ship's Computer: Destroys the on-board AI. All automated functions becomes inoperable
13	Cargo Hold Hit: Destroys 2d6 tons of cargo
14	Passenger Section Hit: 2d6 passengers receive 2d6 damage
15	Crew Section Hit: 3d6 crewmen receive 2d6 damage
16	Artificial Gravity Hit: Reduces gravity by 30% and reduces G compensation by 5G
17	Communications: Reduces range by 50%
18	Force Screens/Fields: Reduces remaining DR by 30% and PD by 2

Dice roll	Heavy
2	Ship Destabilized: Apply -3 to all subsequent rolls
3	Drive Hit: Reduce speed by 50% until repaired
4	Main Weapon Hit: Reduces range by 60% and roll 4d6 less to the damage
5	Secondary Weapon Hit: Reduces range by 60% and roll 4d6 less to the damage
6	FTL Drive Hit: Apply -9 to the astrogation rolls and reduce class by 5 (minimum H1)
7	Life Support Hit: Reduces number of being supported by 60%
8	Sensors Hit: Apply –8 to all subsequent rolls and loose 3 sensing function
9	Power Plant Hit: Reduces power output by 60%
10	Accessories Hit: Reduces by 60% efficiency or destroys the accessory (random roll)
11	Fuel Tank Hit: Ship looses -60% of its remaining fuel
12	Bridge: 1 Crew Station destroyed (crewman rolls survival). Ship looses that function. Roll randomly
13	Cargo Hold Hit: Destroys 4d6 tons of cargo
14	Passenger Section Hit: 3d6 passengers receive 3d6 damage
15	Crew Section Hit: 4d6 crewmen receive 3d6 damage
16	Artificial Gravity Hit: Reduces gravity by 60% and reduces G compensation by 10G
17	Communications: Reduces range by 80% and loose FTL capabilities
18	Force Screens/Fields: Reduces remaining DR by 60% and PD by 4

Dice roll	Critical
2	Hull Integrity Compromised: Adds 6dx50 damages and requires 3 rolls on the Mild Damage Table.
3	Thrusters Drive Destroyed.
4	Main Weapon Destroyed. If missiles, roll for explosive collateral damages.
5	One Secondary Weapon Destroyed. If missiles, roll for explosive collateral damages.
6	Hyperdrive Drive Destroyed
7	Life Support Destroyed.
8	Sensors Destroyed.
9	Power Plant Destroyed.
10	One Accessory Destroyed.
11	Fuel Tank Destroyed. Roll for collateral damages as remaining fuel explodes.
12	Hypershunt Capacitor Destroyed.
13	Cargo Hold: All cargo Destroyed. Roll collateral damages if appropriate according to current cargo.
14	Passengers: 2d6 KIA.
15	Crew: 2d6 KIA.
16	Artificial Gravity Destroyed. All aboard must roll vs. Free Fall.
17	Communications Destroyed.
18	Force Fields / Force Screens Destroyed.

BIBLIOGRAPHY & REFERENCES

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

CINEMATOGRAPHY

GEORGE LUCAS & LUCAS FILMS

- 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

LITERATURE

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 GAMES

- GURPS Basic Set 3rd Ed. (Generic Universal Role Playing System) by Steve Jackson
- Martial Arts, 1st Ed. by C.J. Carella
- Compendium I and II, by Sean Punch
- Ultra Tech I and II, by David L. Pulver
- Vehicles 2nd edition, by David L. Pulver

WEST END GAMES

- The Official Star Wars Role Playing Game

CHARTS & TABLES

TYPES OF ROBOTS

Type	LC	Cost	Description
Astromech Droid	2	$15,000	
Defender Droids	5	$50,000	
Decon Droids	1	$1,000	
Shipyard Droids	2	$8,500	
Gladiator Robots	3	From $5,000	
Probe Droids	4	$30,000	
Protocol Droids	1	$15,000	
Guard Bots	3	$35,000	
Medical Droids	2	$20,000	
Tech Droids	1	$12,000	
Messenger Bots	1	$300	
Interrogator Droids	5	$5,000	
Recon Droids	5	$10,000	
Battle Droids	6	Special	
Destructor-Interceptor Droids	6	Special	

NAV SENSOR ARRAY

Unit Type	Weight	Volume	Cost	Energy	Scan	Combat
Small	300	6	$150,000	5	100,000	1,000,000
Standard	1500	30	$750,000	25	500,000	2,250,000
Large	3000	60	$1,500,000	50	1,000,000	4,000,000
Compact Option	X 0.5	X 0.5	X5	-	-	-
Long Range Option	+20%	+20%	+200%	X2	X4	X2
FTL Option	+45%	+45%	+200%	X5	12 parsecs	-

WEAPONS FOR SPACESHIPS AND VEHICLES

Weapon	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt.	Vol.	Rof	Kw	LC	Cost
PTL	Ver.							250	6	1	15	3	25,000
PTORP	Ver.	A/M	6dx200(10)	11	16		30,000	35	1			3	5,000
MSL	Crit.							200	4	2	1	2	6000
CMIS	Crit.	Exp.	6dx100	15	16		9,000	15	0.5			2	650
SBC	Crit.	Cr	6dx100	30	28	16,500	55,000	150	3	3	1000	1	35,000
SHBC	Crit.	Cr.	6dx200	30	28	22,000	70,000	300	6	2	2000	2	75,000
SRBC	Crit.	Cr.	6dx80	30	28	14,000	32,000	600	15	12	4500	2	50,000
LLC	Ver.	Imp.	6dx50(2)	30	28	21,350	64,000	750	15	2	1500	3	75,000
MLC	Ver.	Imp.	6dx100(2)	30	28	220,000	660,000	1,500	30	1	2000	4	100,000
LRLC	Ver.	Imp.	6dx200(2)	30	28	624,000	1,872,000	2,200	50	1	3000	4	200,000
STBL	Ver.	Imp.	6dx500(2)	30	28	952,000	2,856,000	8,000	200	2	5000	4	1,500,000
TBL	Ver.	Imp.	6dx1000(2)	30	28	4,550,000	13,650,000	20,000	400	1	15,000	5	5,000,000
LTBL	Ver.	Imp.	6dx3000(2)	30	28	12,600,000	40,000,000	115,000	2,200	½	60,000	5	50,000,000
GLC	Crit.	Imp.	6dx50(2)	30	28	20,400	61,200	450	10	8	5,000	1	120,000
LIC	Crit.	Spcl.	Spcl.	20	16		50,000	450	9	2	500	1	200,000
IC	Crit.	Spcl.	Spcl.	20	16		100,000	1,200	24	1	1000	2	600,000
EG	Crit.	Spcl.	Spcl.	30	20		200,000	2,500	50	1	3000	3	1,000,000

EFFECT OF BACTA REGENERATION

Level of Injuries	Recovery Time Required (Induced Coma in Bacta-Tank)	Cost of the procedures	Success Role
From full HP down to Zero.	1HP per 12hrs.	$10/HP	HT+5
From 0HP to Minus HP.	1HP per 18hrs.	$15/HP	HT+3
From Minus HP to Minus 2xHP.	1HP per 24hrs.	$25/HP	HT
From Minus 2xHP to Minus 4xHP	1HP per 36hrs.	$75/HP	HT-2
Minus 5xHP	Dead	Burial costs	n/a
For any crippled limbs	Add 24hrs per limbs	Add $50/limbs	As above
For any crippled organs	Add 24hrs per organs	Add $75/organs	As above –1
For any severed limbs reattached	Add 72hrs per limbs	Add $150/limbs	HT
For any severed limbs not reattached	Use bionics	As per bionic limb used	As per bionic limb used.

EQUIPMENT LIST

Type	Cost	Weight	Power	LC	Usage
Medical Scanner	$5,000	2lbs	20hrs/B	1	Used in diagnostics and medical care to asses the exact nature of a patient's illness and/or injuries. Gives +5 to any medical skills.
Prospector Scanner	$1,000	5lbs	20/C	1	Will analyze the full mineral composition of any item placed on its sensor plate.
Military Intel Scanner	$20,000	12lbs	10hrs/C	5	Used to intercept and analyze communications and computer traffic. Also used to interpret known battle encrypts used by the super powers. Gives +3 to any intelligence skills such as Intelligence Analysis and Cryptography.
Military Combat Scanner	$15,000	5lbs	12hrs/B	4	Used by platoon leaders to detect enemy troops and provide a minimum of scrambling. It acts as mini-Radar, PESA and AESA systems with a range of 2 miles.
Personal Scanner	$2,000	1lbs	48hrs/B	1	Provides its user with minimum information regarding its surroundings (atmosphere, gravity, temperature, radiation levels, etc). Range is 20 yards.
Technical Scanner	$7,500	4lbs	10hrs/B	1	Provides information about a certain system status (energy consumption, connections to other systems, radiation levels, fuel types in use, etc). Adds +4 to the skill role when trying to diagnose a problem.
Scientific Scanner	$15,000	5lbs	12hrs/B	1	Similar to the Personal Scanner, but with greater range (1000 yards) and accuracy. Adds +3 to any scientific skill rolls.
Miniature Life Support	$250	12lbs	24hrs/B	1	Provides full life-support and body wastes recycling for one person for 24 hours. Can be attached to most Vacc suits or carried as an independent unit.
Computer Tool Kit	$200	3lbs		1	Used by technicians to repair computers and/or droids.
Tool / Weapon Harness	$75	1lbs		1	Web-meshed harness that is worn to allow tools and/or munitions to be stored for easy rapid access.
Medpac	$300	15lbs		1	A complete physician field kit. Provides +2 to any first-aid or physician roll.
Commlink	$50	Neg.	5 years/A	1	Personal communication device like today's cell phones. Allows communications with other Commlink, ships, data nets and public communication networks.
Vidlink	$100	1lbs	3years/A	1	As above, but incorporates a small video output screen.
Glow Rods	$5	0.25lbs	2hrs	1	Provides 20 square feet of low-level illumination (30 watts light bulb).
Emergency Flares	$10	0.25lbs	10 minutes	1	Provides high-level, colorful illumination shot high in the air. Used to make an area easier to notice.
Data pad	$25	1lbs	6months/B	1	The Star Wars version of the "Palm Pilot". Used to keep information stored and available for easy retrieval.
Restraining Bolt	$50	1lbs		1	Used to restrain or incapacitate droids.
Exposure Suit	$500	12lbs	48hrs/B	1	Used by explorers to protect them against the effect of non-standard atmosphere, but not vacuum.

GURPS STAR WARS SOURCEBOOK

HAND WEAPONS (RANGED)

Weapon	Malf.	Type	DMG	SS	Acc.	1/2D	Max.	Wt.	Rof	Shots	ST	LC	RCL	Cost
Blaster	Ver.	Cr.	6d(3)	10	6		300	3.5	3~	20/C	0	2	0	$500
Imperial Rifles (blaster)	Ver.	Cr.	12d(3)	12	9	300	800	7	3~	12/C	10	5	0	$1,200
Imperial Rifles (stun)		Cr.	4d(3) fatigue	12	9		50		1			5	0	
GRAF Rifles	Ver (Crit.)	Cr.	7d(2)	10	12	500	1350	12	6	140/D	12	5	-1	$2,000
Laser Pistol	Ver.	Imp.	5d(2)	9	9	300	650	2	2	30/C	0	2	0	$300
Naval Blaster	Ver.	Cr.	10d(3)	12	9	300	800	4.5	2~	18/C	0	4	-1	$850
Bowcaster	Ver.	Imp.	15d(3)	12	9	300	800	12	3~	10/C	12	2	-1	$2,100
Riot Gun	Ver.	Cr.	3d(3) fatigues	12	9		75	10	2	12/C	0	3	0	$1,200
Thermal Detonators	Crit.	Expl	10d	15	1	ST	ST+5	0.25lbs	n/a	n/a	n/a	5	n/a	$120

MELEE WEAPONS (HAND-HELD)

Weapon	Type	Damage	Reach	Cost	Weight	ST	LC	Notes
Light Saber	Special	Special	2	Special	0.5lbs	N/a	6	
Gaffi Stick	Cr.	Sw-2 + 1d(3) fatigue	C, 1,2	$100	3lbs	10	1	
Riot Stick	Special	2d(3) fatigue	C, 1	$150	1lbs	N/a	4	
Vibro Knife	Cut	Sw+1d(5)	C, 1	$35	0.5lbs	7	3	
Vibro Axe	Cut	Sw+2+2d(5)	C, 1, 2	$75	3lbs	10	3	
Monowire Whip							3	
Neurolash							5	

HEAVY WEAPONS AND ARTILLERY

Weapon	Malf.	Type	DMG	SS	Acc.	1/2D	Max.	Wt.	Rof	Shots	ST	RCL	Cost
HGB	Ver (crit)	Cr (blaster)	8d(3)	18	14	600	2000	120	16	60/E	20	-1	$12,000
HG	Ver (crit)	Cr (blaster)	6dx400	40	15	8 miles	15 miles	12,000	½	10,000kw	n/a	n/a	$200,000
PIG	Crit	Spcl	Spcl	40	15	None	Orbit	20,000	1/3	100,000kw	n/a	n/a	$55,000,000
PTBL	Ver	Imp (X-ray)	6dx6000(2)	50	15	None	Orbit	300,000	1/3	260,000kw	n/a	n/a	$150,000,000
AIB	Ver	Cr (blaster)	6dx8(3)	20	15	3,000	8,000	3,000	20	6,000kw	n/a	n/a	$125,000
AALC	ver	Imp (X-Ray)	6dx60(2)	10	20	2,500	6,000	2,000	2	4,000kw	n/a	-1	$150,000
ABC	Crit.	Cr	6dx100(3)	30	28	16,500	55,000	150	3	1000kw	n/a	n/a	$35,000
AHBC	Crit.	Cr.	6dx200(3)	30	28	22,000	70,000	300	2	2000kw	n/a	n/a	$75,000
ARBC	Crit.	Cr.	6dx80(3)	30	28	14,000	32,000	600	12	4500kw	n/a	n/a	$50,000

ARMOR AND PROTECTION

Type	PD	DR	Cost	Weight	Notes
Blast Helmet	3	20	$80	1.5lbs	Includes a Commlink.
Blast Vest	3	20	$100	12lbs	
High-G Suit	2/1	30/2	$500	30lbs	Used by fighter pilots doing high-G maneuvers.
Vacc Suit (Utility)	3	40	$5,000	125lbs	Used by Zero-G shipyards worker, engineers and technicians.
Vacc Suit (Pilot)	2	25	$3,000	80lbs	Typical suit worn by space fighter pilots.
Vacc Suit (Civilian)	2	15	$1,500	45lbs	Emergency Vacc suit for everyday use.
Storm trooper	4	60	$12,000	60lbs	Commlink, NBC Filters, mini life-support, spinneret with hook.
Snow trooper	4	50	$10,000	50lbs	
Space trooper	4	85	$25,000	120lbs	Armored Vacc suit with thruster pack
Imperial Naval	3	40	$8,000	40lbs	
Imperial Scout	3	30	$9,000	40lbs	
GRAF Rangers	2	45	$10,000	55lbs	Similar to Storm trooper armor
Army/Marines Dress	2/1	30/2	$4,000	35lbs	Everyday military protection
Heavy Battledress	2	30	$8,500	50lbs	
Riot Control Gear	2	15	$1,500	60lbs	
Civilian Duraweave	1/1	20/2	$600	30lbs	
Planetary Shields	8	200,000	$750,000,000	500,000lbs	Protects planets from bombardment.

GURPS STAR WARS SOURCEBOOK

FORCE SENSITIVITY

Level	Cost	Abilities
1	5	+3 fatigue, +2CP to spend on Jedi Skills only.
2	15	+5 fatigue, +10CP to spend on Jedi Skills only, 1 free advantage from the Jedi Advantage List.
3	25	+7 fatigue, +15CP to spend on Jedi Skills only, 2 free advantages from the Jedi Advantage List.
4	50	+10 fatigue, +3HP, +25CP to spend on Jedi Skills only, 3 free advantages from the Jedi Advantage List. *(This was Darth Vader and Emperor Palpatine's level).*
5	75	+15 fatigue, +5HP, +35CP to spend on Jedi Skills only, 4 free advantages from the Jedi Advantage List. *(This is Luke Skywalker's level).*

JEDI ADVANTAGES

Advantage	Cost	Prerequisite	Book
Absolute Direction #	5	None	B19
Absolute Timing #	5	None	B19
Alertness #	5/lvl	None	B19
Charisma #	5/lvl	None	B19
Combat Reflexes #	15	None	B20
Danger Sense #	15	None	B20
Diplomatic Immunity	5	None	CI24
Enhanced Move #	10/lvl	None	CI54
Enhanced Parry #	6/10	None	CI24
Enhanced ST #	Variable	None	CI7
Extra-Fatigue #	3/lvl	None	CI24
Force Sensitivity	Variable	Jedi Requisite	Above
Hyper-Reflexes #	15	None	CI58
Legal Enforcement Powers	10	Jedi Knight Requisite	B21
Metabolism Control #	5/lvl	None	CI60
Jedi Rank	5/lvl	Limited to level 7. Jedi Requisite	Below
Patron – Jedi Order	30	Must be a Jedi. Jedi Requisite	--
Perfect Balance #	15	None	CI63
Recovery #	10	None	CI64
Silence #	5/lvl	None	CI66
Strong Will #	4/lvl	None	B23
Trained by a Master	25	Required for any level of Jedi	CI31

JEDI DISADVANTAGE LIST

Disadvantage	Cost	Prerequisite	Book
Cannot Harm Innocents	-10	Jedi Requisite	CI86
Code of Honor	-10	Jedi Requisite	B31
Disciplines of Faith – Jedi	-15	Jedi Requisite	CI89
Duties – Jedi Order	-10	Jedi Requisite	B39
Pacifism level 1	-15	Jedi Requisite	B35
Sense of duty: Living beings	-10	Jedi Requisite	B39

JEDI SKILL LIST

Skills	Cost	Prerequisite	Book
Area Knowledge (Dagobah)	ME	Jedi Requisite	B62
Armory (Light saber)	MA	Jedi Level 5+ Requisite	B53
Blind Fighting	MVH	Jedi Level 5+ Requisite	CI138
Body Control	MVH	Jedi Requisite	CI138
Fast-Draw Light saber	PE	Jedi level 5+ Requisite	B50
Light Saber	PA	Jedi level 5+ Requisite	B50
Meditation	MVH	Jedi Requisite	CI142
Precognitive Parry	MH	Jedi level 5+ Requisite	CI143

GURPS STAR WARS SOURCEBOOK

JEDI RANKS

Level	Cost	Prerequisite
1 – Initiate	5	None
2 – Padawan	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.

FORCE WAVE DISCIPLINES

Discipline Name	Orientation	Cost	Duration	Can Maintain?	Cost to maintain
Enhance Coordination	N	30	24hrs	Yes	10
Blackness	DS	2	1 minute	Yes	0
Aura of Uneasiness	DS	1	1 minute	Yes	0
Blind Senses	N	1	1 minute	Yes	0
Energy Shield	N	1	1 second	Yes	1
Lift	N	2	1 second	Yes	1
Grab	N	2	1 second	Yes	1
Push	N	1	1 second	No	N/a

FORCE BODY DISCIPLINES

Discipline Name	Orientation	Cost	Duration	Can Maintain?	Cost to maintain
Resist Stun	N	Var.	Var.	Yes	Var.
Remove Fatigue	N	0	1 second	No	N/a
Remain Conscious	N	1	1 second	Yes	1
Jump	N	1	1 second	No	N/a
Run	N	2	1 minute	Yes	1
Trance	N	5	Var.	No	N/a
Crush	DS	2	1 second	Yes	1
Jedi Voice	N	2	Var.	Yes	1

FORCE MIND DISCIPLINES

Discipline Name	Orientation	Cost	Duration	Maintain?	Cost to maintain
Truth Sense	LS	Var.	Var.	Yes	Var.
Farseeing	N	2	Var.	No	N/a
Sense	N	1	1 second	No	N/a
Channeling	LS	2	Var.	No	N/a
Influence	N	2	1 second	No	N/a
Mind Control	DS	3	1 minute	Yes	1
S. T. Memory Enhancement	LS	3	Var.	No	N/a
Magnify Senses	N	2	1 minute	Yes	1

MARTIAL FORCE DISCIPLINES

Discipline Name	Orientation	Cost	Duration	Can Maintain?	Cost to maintain
Combat Sense	N	2	5 seconds	Yes	1
Combat Speed	N	3	Var.	No	N/a
Lightning	DS	2	1 second	No	N/a
Dark Frenzy	DS	Var.	5 seconds	Yes	Var.

MARTIAL ARTS SKILLS

Combat Skills Name	Difficulty	Description	Reference
Light saber	PA	The ability to fight with a Light saber	Jedi skills
Other Weapon	SPECIAL	Any other main weapon, from Saber to Bo	Below
Karate	PH	The general skill of punching and kicking	B.51
Judo	PH	The general skill of unarmed throws and grapples	B.51
Acrobatics	PH	The ability to perform gymnastic stunts	B.48
Throwing	PH	The ability to throw with accuracy & distance	B.50
Jumping	PE	The ability to jump with strength and dexterity	B.48/88
Brawling	PE	Unscientific combat (fists, knees)	B.50
Body language	MH	"Read" subtle motions to foresee an attack/maneuver.	CI.132
Fast-draw Light saber	PE	The ability to get your weapon ready as fast as possible.	B.50
Precognitive Parry	MH	The ability to parry shots/attack before they reach you. This includes the Parry Missile Weapon skill.	CI.143
Blind fighting	MVH	Nomen est omen	CI.138
Body control	MVH	Mind over matter. Learn to control your emotions.	CI.138
Tournament Law	ME	The old knowledge about the rules of fighting. Even in a mortal combat is respect for the enemy.	MA.30

ARMED COMBAT MANEUVERS

Maneuver	Difficulty	Effect:	Reference
Feint	HARD	Reduces the defense roll of your enemy.	MA39, B105
Hit location	HARD	Lets the attacker reduce penalties for hit location	CI168, B109, B203
Dual-Weapon Attack	AVERAGE	Attack with two weapons at once	MA43, CI166
Roundhouse, Swinging	HARD	Bonus on strength +attack roll. Malus on control.	New
Roundhouse, Impaling	HARD	-2 on attack roll, but also –2 on defender's maneuver	New
All-Power Attack	AVERAGE	Increases Attack Strength up to +3	New
Parry	Special	Standard Parry maneuver	B
Ground Defense	HARD	Allows a Parry when lying on the ground	New
Roundhouse Parry	AVERAGE	+2 on Strength of Parry	New
Deflective Parry	HARD	Returns the parried shot	New
Enhanced Parry	6 points	Adv./ +1 on Parry	MA43
Enhanced Dodge	6 points	Adv./ +1 on Dodge	MA43
Acrobatic Dodge	Special	+1 on any dodge	B108
Block (Weapon)	HARD	Contest of strength initiated by defender	New

UNARMED COMBAT MANEUVERS

Maneuver	Difficulty	Reference
Aggressive Parry	HARD	MA37
Arm or Wrist Lock	AVERAGE	MA37
Back Kick*	HARD	MA38
Disarming	HARD	MA38
Elbow Strike	AVERAGE	MA39
Feint*	HARD	MA39
Hand Parry	SPECIAL	MA40
Hand Strike	SPECIAL	MA40
Hit Location*	HARD	MA40
Hook Kick*	HARD	MA40
Judo Throw	SPECIAL	MA41
Jump Kick*	HARD	MA41
Kicking*	AVERAGE	MA41
Knee Strike	AVERAGE	MA41
Leg Grapple	SPECIAL	MA41
Spin Kick*	HARD	MA42
Sweeping Kick*	HARD	MA42
Roundhouse Punch	AVERAGE	CI171
Roundhouse Kick*	HARD	New
Hammer Kick*	AVERAGE	New