

An introduction

This unofficial chop-job supplement of starships, weapons and gear for Star Wars Edge of the Empire roleplaying game is aimed at the resourceful, down-on-his-or-her-luck, adventure seeking group of free-traders, bootleggers, freebooters, buccaneers, picaroons... and so on. It has become an extensive supplement of transports, with a few weapons and some gear.

A lot of the stuff herein is converted from or inspired by earlier Star Wars RPGs, but not everything. There's a credit box thingy in the end, but I'd be rude and inconsiderate if I did not start by thanking all of you who have provided me with thoughts, observations, comments and inspiration. That includes people on the FFG forums, d20radio forum and the swrpgnetwork – and of course you G+ guys. I've been provided with encouragement and words of praise for this collection, all of which is not made by me alone. I've been helped putting together starships and received suggestions for solving new qualities – not to forget all those guys on the Beta forum that came with suggestions for attachments that I grabbed and tried to figure out. Additionally I've been lucky to receive permission to use images created by Khairul Hisham at the Star Wars Artists' Guild.

This catalogue is meant for the resourceful and aspiring free-traders and freebooters out there (the player group that is), with more wealth than their “handlers” need to know about – a good investment in a new ship (or big gun) can easily be a life-saver once that loan shark sleemo tries that double-cross you've been waiting for... just saying.



A note on sources: The ships are conversions from Tramp Freighters, Pirates and Privateers (both WEG), RCR rulebook, SE rulebook, Starship of the Galaxy (both OCR and SE), Scum and Villainy, Galaxy at War and Unknown Regions by WotC. Whereas equipment is primarily from Scum and Villainy and the Arms and Equipment Guide. Furthermore all conversions have also been informed by wookieepedia where appropriate. Description of starships, weapons and gear can be found on www.wookieepedia.org or in the d6 or d20 source books from WEG and WotC respectively – where they appear in all their original glory.

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Tools of the trade

Living on the fringe of civilised society and the oppression of the Galactic Empire takes courage, wits, guts and the right tools. While clothes can protect you from the climate, armour can protect you from an untimely death or serious bodily harm. A good blaster at your side can also prevent these situations from arising, but more likely it will help you out in the situation you find yourself when dealing with the scum of society. Be it the loan shark that enabled you to acquire your pride and joy or some other villainous character that demands recompense for a "late" delivery, the right tools may serve you as well as a winning smile.

The following section will provide weapons, armour and attachments, that cannot be found in your average convenience weapons-dealer. Additionally some new weapons will be listed, converted from earlier incarnation of Star Wars roleplaying games. Also, some "new" attachments is included herein, with some modification to existing attachments found in Edge of the Empire.

A note on play-testing: These weapons, armours, attachments or ships have only received limited testing in-game by me.

New weapon Qualities

Auto-fire friendly (passive)

These weapons are particular effective on the auto-fire setting, while very ineffective on single fire settings: Upgrades difficulty twice if not fired in auto-fire mode. Upgrade ability once when fired in auto-fire mode. These weapons still suffer normal auto-fire rules.

Auto-fire only (passive)

Weapons with this quality can only fire on auto-fire. These weapons still suffer normal auto-fire penalties.

Blinding

This effect is similar to the critical injury result 116-120. Its effects last for 1 round per level. Costs 3 advantages to activate. It applies to 1 additional target within short range of the target per 1 additional advantage spent.

Durable (passive)

The weapon is extremely durable. It is considered to have one more health level (4 instead of 3) when dealing with sunder and maintenance. For purposes of Mechanics checks this level can be considered an expendable Soak – i.e. it ignores the first sunder, but successive after the first is treated as normal. Encumbrance is increased by 1.

Fragile (passive)

This weapon only has 2 health levels as opposed to the normal 3 (moderate and major only). Encumbrance is decreased by 1 to a minimum of 0.

High-maintenance (passive)

When reloading or when 4 threats are rolled the user must make an average Mechanics check, failure means it is inoperable for the rest of the encounter.

High-energy consumption (passive)

Increase damage by +1, also this weapon suffers from the same drawback as heavy blaster pistols, as per EotE.

Improved stun setting (passive)

Add 1 boost die to stun checks.

Inaccurate (passive)

The weapon adds 1 setback die per rank to the combat check.

Limited range (passive)

When firing beyond short range this weapon upgrades the difficulty once per range band, i.e. 1 for medium, 2 for long, 3 for extreme. Cannot shoot beyond effective range as normal.

Poor stun setting (passive)

Adds 2 setback dice to stun attacks only.

Quiet (passive)

Weapons with this quality makes very little noise due to some alternate firing mechanism like air, gas or other sound suppressive attachment. This quality adds 1 setback die to perception checks to hear the shot or activation. Mostly found on vibro-weapons and slugthrowers.

Reach (passive)

Disengaging from an opponent wielding a melee weapon with this quality requires 2 manoeuvres rather than the normal 1.

Serrated (active)

Bladed melee weapons with this quality can increase damage by +1 per 2 advantages spent in this manner.

Shielded (passive)

A weapon with this quality add 2 setback dice to perception/computer checks using scanners searching for weapons and other contraband.

Slow reload (passive)

This weapons require 1 additional manoeuvre per rank to reload.

Weak stun setting (passive)

Stun damage of weapon is 3 lower than weapons' lethal damage.

Ranged Weapons

The most typical equipment is a ranged weapons, types varies, but ranged weapons are the most prevalent armament in the fringe. This section no longer include that many conversions – although some new “stock” or generic weapons are included for those that would like a sub-repeating blaster pistol or sporting blaster rifle.

Blasters

Blasters are the most typical of the most prevalent type of weapon. They come in many types and shapes, some more powerful than others, some less accurate, large and small.

Blasters comes in many colours and makes. While previous version of this supplement provided conversions of the RCR Arms & Equipment Guide. I have through play-testing and suggestions from certain persons I respect for their insight and competence in generating new and interesting material decided to remove it. While I'm no particular fan of Star Wars Sage Edition nor its perspective on weapons as generic, I have come to appreciate the notion, if for simplicity's sake if nothing else.

For the groups of players that would like signature weapons I had some earlier guidelines – which I never got to test (and received no feedback) so I'm trying to produce a different approach that doesn't seem so Cumbersome (the previous guidelines where at least 3).

This section now provides some ideas for generating your own signature weapon by other means than adding attachments.

Weapon qualities are usually either already included in weapon stats or can be added through attachments. I think that some qualities could be added to stock version, at a price of course. Generally at GMs discretion, but use common sense.

Option 1

I propose that weapons can be bought with 2 additional qualities, where one provides an advantage, be it *Burn* or *Accurate*, but simultaneously it receives a disadvantage, like *Inaccurate*, *Limited range* or *Weak stun setting*. Generally these weapons' rarity should be increased 3 by default, but GMs should feel free to increase this at will. Furthermore costs should be at least doubled, or add 400 – whichever is higher.

It should be noted that all heavy blasters are considered to have the high-energy consumption quality.

Option 2

~~If the group desires it – and the GM allows it – one could also argue that two characteristics of the weapon can be changed by an increment of 1; one favourably the other unfavourably – for instance increase damage 1, decrease range, decrease HP or increase (worsen) critical value by 1. By default this should increase rarity by 2 and cost should be multiplied by 1.5.~~

Option 3

Another option is to buy a weapon with attachments already installed. The easiest way to go about this is to add the prices of weapon plus attachments, increase rarity by the attachment rarity, and there you are.

This might seem pricey for someone who wants to buy it

as a package, and would argue for a discount. For these pesky individuals I'd suggest that they add 75% of the attachment price, but increase rarity by 1 more than attachment rarity.

This should not be used in conjunction with the ~~two~~ option mentioned above.

Blaster rifles are always considered to have a Stock attachment, to add a retractable stock add price difference.

New “stock” blasters

Sub-repeating blaster

Skill: Ranged (light)

Range: Medium

Damage: 6

Critical: 4

Qualities: Auto-fire

Hard Points: 2

Cost: 950

Encumbrance: 2

Availability: 7, R

Sporting blaster rifle

Skill: Ranged (heavy)

Range: Long

Damage: 7

Critical: 3

Qualities: Stun setting, accurate 1

Hard Points: 3

Cost: 900

Encumbrance: 3

Rarity: 6

Ranged projectile weapons

Old school guns, these weapons are rarely encountered anywhere but the outer rim region, or in the hands of collectors and weapon buffs. They are less effective than a modern blaster, but emit less sound and can be further silenced with attachments.



Special Ammo

Each slugthrower pistol and rifle uses different calibre of slugs, quarrels and the like that usually can be traced back to type of weapon. The basic damage for the weapons are with default ammo. However slugthrowers can be armed with special ammo that modify damage and effects:

Explosive ammo: The slugthrower gains Blast 3, and damage increases by 2. **Cost:** 10 x standard ammo cost. **Rarity:** 6, R

Mercy ammo: The slugthrower replaces normal damage with stun damage. **Cost:** 5 x standard ammo cost. **Rarity:** 4

Pyro ammo: The slugthrower gains Burn 3. **Cost:** 5 x standard ammo. **Rarity:** 7, R

Bows

A note on bows: Bows are not commonplace weapons in the Star Wars galaxy, not in the high-tech societies at least. Because of this the three older versions of bows presented below require the Bow skill. This skill is tied to Agility and otherwise function as the other ranged combat skill. This is certainly only a suggestion, hence ranged (heavy) is listed as an alternate skill.

Archaic/primitive short bow

Skill: Bow (agility)/ranged (heavy)

Range: Medium

Damage: +2

Critical: 4

Qualities: Pierce 1, Cumbersome 2

Hard Points: n/a

Cost: 75

Encumbrance: 1

Rarity: 2 / 8

Archaic/primitive long bow

Skill: Bow (agility)/ranged (heavy)

Range: Long

Damage: +2

Critical: 4

Qualities: Pierce 2, Cumbersome 3

Hard Points: n/a

Cost: 150

Encumbrance: 2

Rarity: 4 / 8

Simple bow (i.e. modern/compound bow and arrow)

Skill: Bow (agility)/ranged (heavy)

Range: Medium

Damage: +3

Critical: 3

Qualities: Pierce 2, Cumbersome 2

Hard Points: 1

Cost: 450

Encumbrance: 2

Rarity: 5

Modern bow (i.e. energy bows; witches of Dathomir types of bows [as per the clone wars series])

Skill: Ranged (heavy)

Range: Long

Damage: 6

Critical: 4

Dart ammo

Toxic dart apply the neurotoxin as per EotE page 114 on a critical hit. **Cost:** 100 per shot; **Rarity:** 8, R.

Knock-out dart apply the anaesthetic as per EotE page 114. **Cost:** 10 per shot; **Rarity:** 5, R.

Acid dart causes a burn 3, damage is not base of dart gun, but 5 instead. This damage is internal, so it ignore armour soak completely. It cannot be put out as per normal burn, but a hard resilience check negates 1 round of the acid effect. **Cost:** 10 per shot; **Rarity:** 6, R.

Tracer dart inserts a small tracking device on the armour or in clothing or gear. This only need a normal success and 1 advantage to get into effect, an average perception check searching for the device will notice it, a crit will increase the perception difficulty twice. **Cost:** 20 per shot; **Rarity:** 7, R.

Qualities: Pierce 2

Hard Points: 2

Cost: 700

Encumbrance: 2

Rarity: 8

Slugthrower pistols

For purposes of using this supplement all slugthrower pistols are considered to have 1 hard point.

Slugthrower rifles

Heavy and old. Usable without energy packs. For purposes of using this supplement all slugthrowers are considered to have 2 hard points.

Dart pistols

Dart pistols deal negligible damage, usually soaked by armour and the like. Neither do they cause normal critical damage. *When scoring a critical hit with these babies, instead of rolling a critical, ignore up to 3 soak from armour and brawn derived soak.* If the weapon then causes damage apply the ammo effect.

Normal dart ammo cost about 5 credits per 10 shot.

Hold-Out Dart Shooter

Skill: Ranged (light)

Range: Medium

Damage: 3

Critical: 3

Qualities: Limited ammo 4, Slow reload 1, Special ammo delivery, Limited range, Quiet 2.

Attachments: Detachable barrel (2 manoeuvres reassemble).

Hard Points: 1

Cost: 600

Encumbrance: 0

Rarity: 6

Notes: Add 2 boost dice to attempts to hide, or 2 setback dice to attempts to notice – circumstances dictate which, never apply both.

Wrist rocket ammunition

Explosive Anti-personnel Rocket

Range: Medium
Damage: As per frag grenade.
Qualities: As per frag grenade.
Cost: 400
Rarity: 6, R.

Explosive Anti-vehicle Rocket

Range: Long
Damage: 3 (starship scale).
Qualities: Blast 2, Breach 1, limited ammo 1, guided 1.
Cost: 500
Rarity: 6, R.

Hollow-Tip Nerve Toxin Rocket

Range: Medium
Damage: 4
Qualities: Blast Gas 2 (everyone Engaged with target suffer effects of neurotoxin page 114 EotE for 2 rounds), limited ammo 1.
Cost: 600
Rarity: 8, R.

Hollow-Tip Stun Gas Rocket

Range: Medium
Damage: 4
Qualities: Blast Gas 2 (everyone Engaged with target suffer effects of aesthetic page 114 EotE for 2 rounds), limited ammo 1.
Cost: 600
Rarity: 6, R.

Ionization Blast Rocket

Range: Medium
Damage: 8
Qualities: Blast 6, Ion damage only, limited ammo 1.
Cost: 400
Rarity: 6, R.

Lumablast Rocket

Range: Medium
Damage: 8
Qualities: Blast 8, Stun damage, limited ammo 1, Blinding 2.
Cost: 400
Rarity: 6, R.

Flechette launchers

Flechette launcher

Skill: Ranged (heavy)
Range: Long
Damage: 10
Critical: 4
Qualities: Limited ammo 6, Slow reload 1. Blast 7 (1 vehicle), Cumbersome 5, Vicious 2, Pierce 2, Limited range.
Hard Points: 1
Cost: 9,000
Encumbrance: 8
Rarity: 8, R
Notes: Anti-personnel ammo cost 200 per canister. Anti-vehicle ammo cost 300 per canister and causes 2 vehicle scale damage – that is 20 character scale damage; Blast 10 with vehicle against character scale.

Flechette Smart Pistol

Skill: Ranged (light)
Range: Medium
Damage: 8
Critical: 4
Qualities: Limited ammo 8, Blast 5, Vicious 1, Pierce 2, Cumbersome 2.
Hard Points: 1
Cost: 2,500
Encumbrance: 3
Rarity: 8, R
Notes: Ammo cost 200 per 8-shot clip.

Wrist weapons

Wrist mounted dart gun

Skill: Ranged (light)
Range: Medium
Damage: 3
Critical: 4
Qualities: Limited ammo 1, Pierce 2, Limited range, Quiet 2.
Hard Points: 1
Cost: 900
Encumbrance: 0
Rarity: 6, R
Notes: Can use the special dart ammo above. Normal ammo cost 10 for 10 quarrels.

Wrist mounted blade launcher

Skill: Ranged (light)
Range: Medium
Damage: 7
Critical: 4
Qualities: Limited ammo 2, Serrated, Limited range, Slow reload.
Hard Points: 1
Cost: 1,200
Encumbrance: 1
Rarity: 7, R
Notes: Ammo costs 50 for a 2-shot clip.

Wrist mounted rocket system

Skill: Ranged (light)
Range: Varies.
Damage: See wrist rocket ammo above.
Critical: 5
Qualities: Limited ammo 1, Slow reload 2.
Hard Points: 1
Cost: 2,500
Encumbrance: 2
Rarity: 7, R
Notes: Can be attached to armour for 1 HP and a hard mechanics check.

Laser gauntlet

Skill: Ranged (light)

Range: Medium

Damage: 7

Critical: 4

Qualities: Limited ammo 3, Pierce 2, Vicious 2, Slow reload 1.

Hard Points: 2

Cost: 2,000

Encumbrance: 1

Rarity: 7, R

Notes: Ammo costs 210 for a pack of 3-shot energy cells. Can be attached to armour for 1 HP and a hard mechanics check.

Melee Weapons

Power Hammer

Damage: +4

Critical: 4

Qualities: Cumbersome 4, Concussive 2, Knockdown, Vicious 2.

Hard Points: 1

Cost: 850

Encumbrance: 5

Rarity: 5, R

Typical modern longsword

Damage: +2

Critical: 4

Qualities: Defensive 1

Hard Points: 1

Cost: 150

Encumbrance: 1

Rarity: 5

Garrotte

Damage: 3, Special

Critical: 3

Qualities: Special (see below), ensnare

Cost: 50

Encumbrance: 0

Rarity: 3

Notes: See either grappling suggestions for success and advantages:

If successful and 2 advantages is rolled, the weapon deal strain damage, if 3 advantages: ignore any armour soak plus up to 2 soak from brawn (this is the only crit effect for this weapon). If no or not enough advantages (to activate crit or special effect) is rolled the attack is considered a miss. *If successful:* deal damage as stated above, additionally in the following round the target starts to suffocate, add weapon damage to suffocation rules (as per EotE page 140). The attacker receives a boost die the second round, and one additional die every other round he is successfully strangling his opponent. 3 Threats on the attack roll breaks the garrotte in some way. This weapon only have one "wound level" - sunder will destroy it in one go.

Ryvk Blade

Damage: +3

Critical: 2

Qualities: Pierce 3, Vicious 2, Cumbersome 3

Hard Points: 1

Cost: 700 (not readily available for sale)

Encumbrance: 4

Rarity: 9, R

Grappling suggestion 1

When starting a grappling match make an opposed combat check the attacker using the brawl skill (if grappling weapons like garrotte - use the melee skill). The opposing character adds his brawl/brawn, or brawl/agility as difficulty as per the opposed skill check rules; or melee if the opponent is armed with a melee weapon.

Success deals strain damage or lethal as per choice. 2 Advantages can be used activate the ensnare quality. A critical can forgo the critical roll and instead suffocate the target (or other as per GMs discretions). Critical also ignore all armour soak and up to 2 natural soak when dealing strain damage, ignoring armour soak only when dealing lethal damage.

Each round both target and attacker must make an opposed melee/brawl check, success for the target means s/he is no longer immobilised, grappled or suffocating and comes loose. The defender can choose to use the Coordination skill instead.

Note: Could be considered as a two-handed weapon in some cases of smaller and/or weaker wielders. Designs vary, so this is up to GM for the individual blade.

Typical whip

Range: Short

Damage: -

Critical: -

Qualities: Ensnare 2, Knockdown.

Hard Points: 0

Cost: 100

Encumbrance: 2

Rarity: 4

Note: If striking with a whip to cause damage, a +1 damage should apply, bear in mind that this weapon is not made for wounding, so I'd upgrade or increase difficulty, perhaps just add a setback die. GM discretion.

Longspear

Damage: +2

Critical: 4

Qualities: Pierce 1

Hard Points: 1

Cost: 80 (not readily available for sale)

Encumbrance: 3

Rarity: 6

Molecular stiletto

Damage: +1

Critical: 2

Qualities: Pierce 4, Vicious 1

Hard Points: 0

Cost: 700

Encumbrance: 0

Rarity: 7, R

Notes: Looks like a normal data stylus. Activating it produces a 30 cm long monomolecular blade from the tip.

Great force pike

Damage: Like force pike

Critical: Like force pike

Qualities: Like force pike, Reach

Hard Points: 2

Cost: 700

Encumbrance: 4

Rarity: 6

Vibroknucklers

Damage: +1

Critical: 3

Qualities: Pierce 1, Vicious 1, Disorient 4.

Hard Points: 1

Cost: 200

Encumbrance: 0

Rarity: 4, R

Notes: Cannot be disarmed. +1 boost die to hide/+1 setback to notice.

Vibrorapier

Damage: +2

Critical: 2

Qualities: Pierce 2, Vicious 1, Defensive 1, Quiet.

Hard Points: 2

Cost: 950

Encumbrance: 2

Rarity: 5, R

Lightfoil

Damage: 6

Critical: 2

Qualities: Defensive 1, Pierce 4, Sunder, Vicious 1.

Hard Points: 0

Cost: 4,500

Encumbrance: 1

Rarity: 9, R

Vibrobayonet

Damage: +1/+2

Critical: 2

Qualities: Pierce 2, Vicious 1

Attachment: Bayonet attachment

Cost: 250

Encumbrance: 2

Rarity: 4, R

Note: The first damage rating is for used detached from a firearm, the second is for when attached to firearm.

Tehk'la Blade

Damage: +1

Critical: 3

Qualities: Serrated, Pierce 3, Vicious 1.

Hard Points: 2

Cost: 8,500

Encumbrance: 1

Rarity: 8, R

Neuronic whip

Damage: 2 / 4

Critical: 5

Qualities: Ensnare 4, Stun damage, Knockdown

Hard Points: 1

Cost: 700

Encumbrance: 2

Rarity: 8, R

Notes: Damage before / is normal damage, after is stun damage. Stun damage is applied every round ensnared (including original number of net successes). This weapon is useless against armour that provides 3 or more soak, and armour that provides 2 or more defence bonus. This weapon only need 2 advantages to disarm an opponent.

Zenji Needles

Range: Short

Damage: +1/+2

Critical: 2

Grappling suggestion 2

When starting a grappling match make a competitive combat check the attacker using the brawl skill (if using a grappling weapon like garrotte – use the melee skill). The opposing character using his/her brawl/brawn, or brawl/agility as difficulty as per the opposed skill check rules; or melee if the opponent is armed with a melee weapon.

Per remaining success the attacker has, deal strain/lethal strain damage plus brawn. Success and 2 advantages: target takes damage plus the attacker can activate the ensnare quality. A critical means the attacker can suffocate the target (or other as per GMs discretions). Critical also ignore all armour soak and up to 2 natural soak when dealing strain damage, ignoring armour soak only when dealing lethal damage.

Each round both target and attacker must make a competitive melee/brawl check, success for the target means s/he is no longer immobilised, grappled or suffocating and comes loose. The defender can choose to use the Coordination skill instead.

Qualities: Pierce 3, Vicious 1

Hard Points: 0

Cost: 1,500

Encumbrance: 0

Rarity: 7, R

Notes: +1 damage is for melee, +2 is for thrown/ranged. Uses Ranged (light). 2 setback dice added to perception checks to notice/identify that these "hairpins" are weapons. Are sold in sets of three.

Weapon Attachments

Beskar'gam bonding

Some melee weapons can be reinforced with beskar'gam for better and heavier hitting. Requires a Formidable Mechanics check to apply oneself.

Basic Modification: Increase encumbrance 2, +1 Damage, Durable, Add cumbersome 3 (or increase existing +1).

Modification Options: 0-2 Damage (+1) Mod, Weapon Quality (Cortosis) Mod, Weapon Quality (Serrated) Mod.

Hard Point Cost: 2

Cost: 20,000

Rarity: 8

Blaster Actuating Module

As per EotE, basic modification except inaccurate quality replaces the sentence about the setback die.

Bryar chamber

This attachment allows a weapon to spend aiming manoeuvres to charge the firing chamber with more energy, thus increasing damage – *instead of gaining boost die to attack*.

Basic Modification: If 1 aiming manoeuvre is spent this way increase damage by 2, if 2 manoeuvres are spent increase damage by 4. Weapon gains high-energy consumption and limited range qualities when making use of this ability.

Modification Options: 0-2 Damage (+1) Mod, Weapon Quality (Accurate 1) Mod.

Hard Point Cost: 2

Cost: 1,200

Rarity: 6, R

Note: Two manoeuvres can be spent to increase damage once and gain 1 boost die on attack check.

Built-in device

Any weapon type can install this. A small computer device, a miniature receiver and transmitter is hidden inside the weapon. Installing it oneself requires an Average Mechanics check. Accessing the computer requires an Easy computer check for anyone knowing the frequency. To find the correct frequency a Daunting computer check.

Basic Modification: The device now transmits a tracking signal for the owner to find his or her weapon, as per difficulties above.

Modification Options: Security Lock (the owner can lock the weapon – code required Daunting computer check); Self-destruct mechanism (Damage 7, Blast 3 – can be activated by Despair on slice attempt or manually with timer), Remote control (use the two aforementioned modifications by remote, plus change settings on the weapon – manoeuvre to use in combat)

Hard Point Cost: 2

Cost: 2,500

Rarity: 5

Notes: At GM approval the player may pick one of the modification options as the basic modification instead of the tracking device, which in turn makes the tracking device a modification option.

Bayonet attachment

A simple upgrade where a short one handed melee weapon, for example vibroknife or stun baton, receives the ability to be attached to a rifle-type weapon.

The ranged weapon – when the bayonet is attached – increases its encumbrance by 1. Can be added to: combat knife, vibroknife, stun baton.

Basic Modification: The rifle can be used as a melee weapon. Damage for a vibroknife in this configuration is increased by +1. A stun baton enables the wielder to cause Brawn + Stun 4 with a successful melee attack.

Modification Options: Weapon Quality (Serrated) Mod.

Hard Point Cost: 1

Cost: The cost of the melee weapon modified +50.

Rarity: 3

Double barrelled

A second barrel is mounted and attached to the weapon along with a large energy booster. Can be attached to rifles and carbines.

Basic Modification: Weapon Quality (Linked 1) Mod, Weapon Quality (High-energy consumption) Mod, Weapon Quality (Inaccurate 1) Mod.

Modification Options: None

Hard Point Cost: 2

Cost: 1,350

Rarity: 4

Collapsible

This is not so much an attachment as a remodelling of the melee weapon. With a flick of the wrist the small metal box, cube or cylinder unfolds into a full sized vibrosword, vibroknife, vibro-axe, stun baton or similar. Requires a Hard Mechanics check to apply oneself.

Basic modification: The weapons encumbrance when collapsed is decreased by 1 to a minimum of 1, this is due to size, not weight. When unfolded encumbrance is as per usual. Attempts at hiding the weapon receives 1 boost



die bonus. Add the Fragile quality to weapon.

Modification Options: Decrease Encumbrance (-1; minimum 0) Mod, Remove Quality (Fragile), Weapon Quality (Shielded) Mod.

Hard Points Cost: Encumbrance of weapon -2 – this means that even weapons with no HP and low enough encumbrance can be made collapsible – like combat knives.

Cost: Weapon cost x2 (in addition to weapon cost if bought this way).

Rarity: 6

Counterweight

A counterweight attached below the grip makes the weapon easier to swing. Melee weapon attachment.

Basic modification: Reduces the cumbersome rating by 1.

Modification Options: Weapon Quality (accurate 1) Mod, Weapon Quality (Sunder) Mod.

Hard Point Cost: 1

Cost: 350

Rarity: 5

Detachable barrel

The modified weapon is enabled to be taken apart and put together again easily. An attachment often used by snipers and assassins. Requires a Hard Mechanics check to apply oneself.

Basic Modification: When detached, the weapon's encumbrance is decreased by 1, and increases the difficulty for detecting the weapon once. Assembling a rifle again requires 4 manoeuvres, a pistol 3.

Modification Options: 0-3 Decrease assembly time by 1 (-1 manoeuvre to a minimum of 1 manoeuvre)

Hard Point Cost: 1

Cost: 1,250

Rarity: 6, R



Double barrelled

A second barrel is mounted and attached to the weapon along with a large energy booster. Can be attached to rifles and carbines.

Requires a Hard Mechanics check to apply oneself.

Basic Modification: Weapon Quality (Linked 1) Mod, Weapon Quality (High-energy consumption) Mod, Weapon Quality (Inaccurate 1) Mod.

Modification Options:

Hard Point Cost: 2

Cost: 1,350

Rarity: 7, R

Durasteel Bonding

Durasteel is coated in a thin layer upon any bladed melee weapons business end/edge. This reinforces the weapons durability and potentially its striking power.

Requires a Daunting Mechanics check to apply oneself.

Basic Modification: Weapon Quality (durable) Mod.

Modification Options: Weapon Quality (Vicious +1) Mod, Damage (+2) Mod, Weapon Quality (Serrated) Mod.

Hard Point Cost: 1

Cost: 2,000

Rarity: 6

Extended Cartridge

For dart weapons only. This attachment increases the ammo limitation of the dart weapon.

Basic Modification: Increase Ammo (+2) Mod.

Modification Options: 0-2 Increase Ammo (2) Mod, Weapon Quality (pierce +1) Mod.

Hard Points Cost: 1

Cost: 1,500

Rarity: 6

Improved Stun Capabilities

The weapons stun setting has been adjusted at the cost of lethal damage.

Basic Modification: The damage of the weapon is reduced by 1, but counts as 3 higher when set to stun (i.e. a damage 7 weapons becomes 6 for lethal damage, but 9 for stun)

Modification Options: 0-2 increase stun damage (+1), Weapon quality (improved stun setting) Mod.

Hard Point Cost: 2

Cost: 500

Rarity: 5

Magnetic pommel

Combined with metal strips on gloves or built into armour this upgrade increases the cost to disarm the weapon to 5 advantages/threats.

Hard Point Cost: 1

Cost: 750

Rarity: 6

Monomolecular-edge

The edge of the weapon has been sharpened to a single molecule. Requires a Daunting Mechanics check to apply oneself.

Basic Modification: Damage +1 Mod.

Modification Options: 0-2 Damage (+1) Mod, Weapon Quality (Pierce +2) Mod, Weapon Quality (sunder) Mod, Weapon Quality (Vicious +1) Mod.

Hard Point Cost: 2

Cost: 600

Rarity: 6

Sonic Silencer/Flash Suppressor

This detachable attachment suppresses both noise and flash on slughtrower weapons only. This upgrade is not permanent.

Basic Modification: Weapon Quality (Quiet 1) Mod, reduce damage 1.

Modification Options: 0-3 Weapon Quality (Quiet +1) Mod, 0-2 Damage +1 mods.

Hard Point Cost: 1 (only used when attached)

Cost: 900

Rarity: 5, R

Rapid Recycler

This attachment replaces or expands the recycler in the weapon in question. Can be applied to blaster weapons only.

To apply oneself requires an Average Mechanics check.

Basic Modification: Weapon gains auto-fire setting.

Modification Options: Weapon Quality (Auto-fire friendly) Mod, Damage (+1) Mod.

Hard Point Cost: 2

Cost: 1,750

Rarity: 5, R

Reconfigured form

Small ranged and melee weapons can be modified into look like something else, be it a data stylus, a datapad or something else. As a general rule it should be a simple item and it does not – usually – have the capabilities of the item it looks like.

It can only be done to one handed smaller weapons, about encumbrance 1 – or 2 if the GM is feeling generous.

Requires a Formidable Mechanics check to apply oneself.

Basic Modification: The weapon looks like a datastylus or datapad, or some other mundane item. +2 setback dice perception checks to identify it as a weapon. Encumbrance becomes the 1 or the same as item disguised as – whichever is higher. Weapon becomes Inaccurate 1.

Modification Options: 0-2 Increase Setback Die (+1) Mod, Rudimentary functionality (as a datapad, stylus or

similar), Remove Quality (Inaccurate 1) Mod.
Hard Point Cost: 1
Cost: 3,000
Rarity: 8, R



Retractable stock

The stock on a rifle may be made retractable, or a pistol may have a removable stock attached. Applying this oneself requires an Average Mechanics check. This may only be applied to blaster rifle, carbine, heavy blaster pistol and blaster pistol, additionally also the two slugthrower variants. Folding or extending the stock requires 1 manoeuvre.

Basic Modification: *When applied to a rifle:* when the stock is folded the weapon can be fired using Ranged (light) skill (GMs discretion) and the effective range is reduced to medium due to the weight and instability of the weapon, this also prevents it from gaining benefits from aiming manoeuvres. When extended the rifle is as per original stats.

When applied to a carbine: the weapon's encumbrance is increased by 1. When the stock is folded the weapon follow normal rules. When the stock is extended the effective range is increased by 1 range band due to increased stability.

When applied to a pistol: The weapon's encumbrance increases by 1. When attached the weapon increases its effective range by one range band due to increased stability. At GMs discretion it can now be fired using Ranged (heavy) (GMs discretion).

Modification Options: Weapon Quality (accurate 1) mod.

Hard Point Cost: 1

Cost: 150

Rarity: 4

Rotating Galven Coils

The weapons barrel is replaced with a large rotating set of galven coil barrels. Can only be added to heavy blaster rifle, light, medium and heavy repeating blaster rifles. Requires a Hard Mechanics check to apply oneself.

Basic Modification: Weapon becomes auto-fire only,

adds 1 setback dice to maintenance, inaccurate 1, increase encumbrance 1, High-energy consumption.

Modification Options: 0-2 Damage +1 Mods, Weapon Quality (pierce +2), Remove Quality (inaccurate) Mod, Weapon Quality (auto-fire friendly) Mod, Remove Quality (High-energy consumption) Mod.

Hard Point Cost: 2

Cost: 2000

Rarity: 7, R

Stock

This attachment is similar to retractable or removable stock, except it's a permanent addition to the weapon. Can only be added to carbines and pistols. Modification options can also be applied to rifles already with a stock.

Basic Modification: The weapon's encumbrance increases by 1. When attached the weapon increases its effective range by one range band. Weapon is now fired using Ranged (heavy).

Modification Options: Weapon Quality (accurate +1) Mod.

Hard Point Cost: 1

Cost: 75

Rarity: 4

Targeting scope, standard

A monocular aligned with the weapon's sights. Can be attached to rifles and pistols.

Basic Modification: Innate Talent (True Aim) Mod.

Modification Options: Weapon Quality (accurate 1) Mod.

Hard Point Cost: 1

Cost: 150

Rarity: 4

Underslung/attached [weapon]

This attachment is a series of different attachments, from dart-guns, grappling spikes to grenade launchers. Requires an Easy Mechanics check to apply oneself.

Basic Modification: Basic weapon (see below), increase end by 1.

Modification Options: Add a second weapon (cost see below), see specific weapon.

Hard Point Cost: 2

Cost: See below.

Rarity: varies.

Attached Dart gun:

Range: Short;

Damage: 3;

Critical: 4;

Qualities: Pierce 2, special ammo delivery (i.e. poison), limited ammo 5, Quiet 1.

Cost: 350

Rarity: 5

Modification Options: Increase ammo capacity (+5) mod.

Attached Grappling spike:

Range: Medium (maximum 20-30 meters of liquid cable in dispenser as a guideline);

Damage: 4 (if used as weapon);

Critical: 4;

Qualities: Pierce 1, Vicious 1, climbing is improved – look up climb rules for proper ideas, add at least 1 boost die).

Cost: 400

Rarity: 6

Modification Options: Increase climb speed (add boost die or other bonus to increase vertical movement) mod.

Attached Frag Grenade launcher

Range: Medium

Damage: 8

Critical: 4

Quality: Blast 6, Limited ammo 2

Cost: 3,550

Rarity: 7, R

Modification options: Increase range (long) Mod, 0-2 Increase ammo capacity (+1) Mod.

Notes: Cannot be added to anything smaller than carbine size weapons.

Wrist clamp magnetic holstering lock

The weapon is holstered by the wrist in a spring loaded mechanism.

Only, hold-out blasters and similar sized weapons can receive this attachment.

Basic Modification: Innate talent (quick draw) Mod.

Modification Options:

Hard Point Cost: 1

Cost: 250

Rarity: 7

Armour

Beskar'gam armour

These comes in various models. Here is a medium and heavy version listed. You figure it out.

Defence: 1/1

Soak: 2/3

Quality: Cortosis, Durable

Attachments: Vacuum seal (basic only)

Hard Points: 2/3

Cost: 30,000

Encumbrance: 5/7

Rarity: 8, R.

Notes: Cannot receive the Armorplast upgrade.

While not covered with cortosis, beskar'gam has similar properties for game purposes.

Climbsuit

Defence: 0

Soak: 1

Hard Points: 1

Cost: 600

Encumbrance: 4

Rarity: 5

Notes: Upgrade climb checks once. Risk of falling requires one more threat than normal.

Combat Suit

Defence: 1

Soak: 1

Hard Points: 0

Cost: 500

Encumbrance: 1

Rarity: 1

Notes: Has attachments for ammo clips, grenades and the like for ease of access – can store up to 4 extra reloads (or stim-packs) and 3 grenades.

Leather jerkin

Defence: 0

Soak: 1

Hard Points: 1

Cost: 300

Encumbrance: 1

Rarity: 6

Light battle armour

Defence: 1

Soak: 1

Encumbrance: 4

Hard points: 2

Cost: 1,500

Rarity: 6

Notes: Can be sealed like heavy battle armour as per EotE beta book.

Medium battle armour

Defence: 1

Soak: 1

Encumbrance: 5

Hard points: 3

Cost: 2,500

Rarity: 6

Notes: Can be sealed like heavy battle armour as per EotE beta book.

Shadowsuit

Defence: 0

Soak: 1

Hard Points: 1

Cost: 700

Encumbrance: 3

Rarity: 6

Notes: +1 Boost die to stealth.



Thinsuit

Defence: 0

Soak: 0

Hard Points: 0

Cost: 900

Encumbrance: 1

Rarity: 4

Notes: This suit downgrades the resilience difficulties for heat and cold effects once. Ignores 1 setback die from such effects also. Can be worn underneath clothes and armour.

Tracker Utility Vest

Defence: 0

Soak: 1

Hard Points: 0

Cost: 300

Encumbrance: 2

Rarity: 2

Notes: Increase encumbrance threshold by 1.

Utility Suit

Defence: 0

Soak: 1

Hard Points: 0

Cost: 450

Encumbrance: 3

Rarity: 2

Notes: Increase encumbrance threshold by 2.

Armour Attachments

Generally I think that most armours should have at least 1 HP – the notable exception being Heavy clothing. Padded armour should be able to receive some attachments – if it makes sense, and for those circumstances should be considered to have 1 HP.

Ablative coating

This attachment adds ablative material and tech to increase energy dispersal for better protection. It increases protection only against blaster, laser and other energy attacks, not including kinetic energy of slugthrowers and melee weapons.

Requires a Daunting mechanics check to apply oneself.

Basic Modification: Increase Soak versus Blasters only (+1) Mod.

Modification Options: Increase Soak versus Blasters (+1) Mod, Add defence versus Blasters (+1) mod.

Hard Point Cost: 1

Cost: 1,400

Rarity: 8, R.

Notes: Cannot be combined with Kinetic dampeners.

Armorplast

This upgrade replaces durasteel and other defensive material with modern high-tech armorplast or similar lightweight, high-cost materials.

Requires a Hard mechanics check to apply oneself.

Basic Modification: Reduce encumbrance by 50% round down.

Modification Options: Increase Soak (+1) Mod, Add defence (+1) mod.

Hard Point Cost: 1

Cost: 1,200

Rarity: 8, R.

Beskar'gam bonding

Some armour can be reinforced or have some of its component parts replaced with beskar'gam for better and heavier protection. What types of armour that can benefit from this modification is up to the GM. For my group I'm limiting it to Laminate armour and heavy battle armour EotE. I've been considering Padded armour, and even armoured clothing, but decided against it, until I get some good feedback or arguments against. HP cost could be

decreased if GM deems this to be ok.

Requires a Formidable Mechanics check to apply oneself.

Basic Modification: Increase encumbrance 2, +1 soak, Durable.

Modification Options: Increase General Defence (+1) Mod, Armour Quality (Cortosis) Mod.

Hard Point Cost: 2

Cost: 20,000

Rarity: 8

Body glove

Climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic conditions. This is no substitute for vacuum seals.

Basic Modification: Ignore up to 1 setback dice due to heat and cold, ignore airborne toxins and gas due to integrated breath mask (12 hours). Also has 2 hour re-breather capabilities for water submersion and backup in case breath mask fails.

Modification Options: Increase insulation (ignore 1 additional setback die) Mod, Increased air-supply (+6 hours breath mask, +4 re-breather) Mod.

Hard Point Cost: 1 (0 if replacing laminate or battle armour body glove)

Cost: 1,800

Rarity: 7

Emergency medical suite

This emergency medical suite has several sensors and injectors fitted on crucial points inside the armour. When triggered these sensors will immediately initiate a resuscitation attempt by injecting the wearer with a sizeable quantity of stimulants and pain killers.

Often used by loners and bounty hunters, this armour attachment has proven invaluable to get that last little edge in case of the worst.

Requires a Daunting Mechanics check to apply oneself.

Base modifiers: The armour can store two stim-packs inside a special compartment, connected to tubes and injectors inside the armour. When the wearer suffers damage that exceeds his wound threshold the system automatically injects the wearer with all stored stim-packs. Reloading the stim-packs requires 3 manoeuvres.

Modification options: Increase stim-pack storage (+1 stim-pack) mod, Improved dosage system Mod (recipient of stim-pack injection can receive one more before reducing the effect of the stim-pack solution – applies only to medical suite injections), Improved stim-packs (stim-packs heal +1 point), Medical array (upgrade medical tests on wearer once due to diagnostic readouts) Mod.

Hard Points: 2

Cost: 12,500 credits

Rarity: 8

Integrated Equipment

Datapads, comlinks, tools, even weapons can be added to the armour with this attachment. This upgrade includes small power-pack or micro-generators that can power the equipment – these can also run out on despair or per their weapon description. Reloading these needs special power pack that cost double normal reloads to that particular weapon – reload also take a full round. Normal equipment will usually not run out of power, but the GM is free to use a despair (or three threats) if s/he feels like it. Power packs costs 40 credits for normal armour integrated gear, like datapads or the like.

Depending on what and how much equipment attaching, the difficulty could range from Easy to Daunting for

Mechanics checks if doing it onself. GMs discretion. Attaching a handheld comlink to the wrist or helmet of an armour does not require this attachment.

Basic Modification: Integrated power pack for 2 pieces of equipment (like a datapad and scanner goggles, or a tool set for slicing locks – basically 2 encumbrance worth of gear or so, halve encumbrance for purposes of calculating encumbrance after integration).

Modification Options: 0-2 Add weapon emplacement (+2 enc weapon only) Mod, 0-3 Add equipment slots (+1 enc).

Hard Point Cost: 1 (modifications requires further 1 HP per 2 enc)

Cost: 5,500 (modifications have increased cost of 250 per mod instead of the normal 100)

Rarity: 7.

Notes: Weapons attached in this way, does not use the Agility characteristic for building dice pool, replace with intelligence. Alternately use the Gunnery skill. Furthermore upgrade the difficulty to hit once.

Some equipment require 0 enc, I suggest that 2-3 of these equals 1 enc, but this is up to your GM and sound reasoning. Important: adding a handheld comlink to a helmet does not require this attachment.

Kinetic dampeners

This attachment adds padding for increased kinetic protection. Its protection works only against melee weapon (no lightsabers), slugthrowers and falling damage.

Requires a Hard mechanics check to apply oneself.

Basic Modification: Increase Soak versus Kinetic (+1) Mod.

Modification Options: Increase Soak versus Kinetic (+1) Mod, Add defence (1) mod.

Hard Point Cost: 1

Cost: 1,200

Rarity: 8, R.

Notes: Cannot be combined with Ablative coating.

Radiation Shielding System

This shielding system protects the wearer from harmful radiation.

Basic Modification: Reduces the difficulty of Resilience checks made to resist radiation and extreme heat (not flames or fire) by 1 difficulty die. Removes up to 2 setback dice added to checks due to extreme heat or radiation exposure.

Modification Options: None

Hard Point Cost: 1

Cost: 4,500

Rarity: 4

Stealth Reflec Polymer

The armour is coated in a reflective polymer that obfuscates the wearer, choose camo-type: light or dark. For instance a dark black camouflage in a snow covered environment might not be such a good idea; in this case the wearer loses bonus and receives 1 setback die penalty.

Requires a Hard Mechanics check to apply oneself.

Basic Modification: +1 Boost die to skill (stealth) checks.

Modification Options: 1 Skill (Stealth) Mod.

Hard Point Cost: 1

Cost: 2,500

Rarity: 6, R

Notes: The intention with this attachment is that if upgraded all the way, the wearer receives a 1 boost die and 1 ability die bonus.



Submersible Seals

An advanced version of the body glove, or a toned down version of vacuum seal, define it how you will. This attachment includes breath mask with respiration tanks, re-breather and high-end pressure resistance. It also comes with fins and small water-jets can easily be installed.

Requires an Average Mechanics check to apply oneself.

Basic Modification: Ignore 2 setback die due to cold when submerged in water. +1 Boost die to Athletics swim checks. Maximum depth: 100 meters. 12 hours respiration fuel, plus 3 hour emergency re-breathers.

Modification Options: Increase Boost (1 additional die) Mod, Water-jets (gain speed 2) Mod, 0-2 Pressure-upgrade (+100 meter depth) Mod, Improved respiration fuel storage (+8 hours respiration, +2 hours re-breather) Mod.

Hard Point Cost: 2

Cost: 5,500

Rarity: 6

Notes: Some modifications have increased cost: Water-jets cost 900 instead of the usual 100 credits, pressure-upgrade cost 400.

Vacuum Seals

The armour becomes a self-sustained, but limited, life-support-system protecting against vacuum and hazardous environments.

Requires an Average Mechanics check to apply oneself.

Basic Modification: Wearer can spend time in vacuum and other hazardous environments without adverse effects. Got 10 hour air-supply.

Modification Options: 0-2 Increase air-supply (+10 hour) Mod, Anti-Grav Manoeuvring system (negate setback dice from heavy gravity) Mod, Zero-G ManSys (terrain is not counted as difficult in Zero-G) Mod, Jets (gain speed 2) Mod.

Hard Point Cost: 2

Cost: 5,000

Rarity: 7.

Notes: Modifications: Jets costs 1,200 credits to mod, instead of the normal 100 credits.

Wrist clamp magnetic holstering lock

The attachment goes into the wrist of the armour, basically a spring loaded holster. Only, hold-out blasters and similar sized weapons can be holstering in this attachment.

Basic Modification: Innate talent (quick draw) Mod.

Modification Options:

Hard Point Cost: 1

Cost: 100

Rarity: 5

Gear and equipment

Camo-poncho

This poncho comes in various types: snow, urban, jungle, forest, wilderness, mountain, desert etc.

Wearing a camo-poncho in its designed type of environment upgrades Stealth checks once.

Cost: 350

Rarity: 5

Climbing kit

This kit contains gloves and pads covered in FrictionGrip. Remove up to 2 setback dice to climb checks.

Cost: 350

Encumbrance: 2

Rarity: 4

Notes: Cannot be used in conjunction with climb suit. Additionally requires 1 round of preparation.

Data archives

Data archives are data chips or downloaded information and knowledge databases that can be put onto datapads (see below).

Archives comes in various size; reasonable, extensive, large and complete. Prices will vary on subject and archive size, so prices here are only guidelines. Generally archives can aid knowledge skills; particularly education, core worlds, outer rim and lore. It would be pretty useless, perhaps, for knowledge (underworld), street wise and such skills. They can aid certain computer tasks, but this should be limited. Mechanics could perhaps also gain some limited benefit from an archive. This is up to GM discretion.

As a general guideline using archives as aid for the aforementioned skills (and potentially others) should increase the time taken. For mechanics perhaps double it, but for research purposes and knowledge checks (not the ones done on the job and on the fly as they say) the time increase need not be so large. If used in the field, add at least a quarter of any suggested time, like 5 minutes at least – so approximately 5-8 rounds if used in structured play during combat for aid in hacking or dismantling/picking/deactivating a lock with the aid of a datapad and archive.

Bonuses for archives:

Reasonable: Remove 1 setback die.

Extensive: +1 boost die

Large: Upgrade ability once.

Complete: Upgrade ability twice, downgrade 1 challenge die if appropriate.

Some archives can benefit more than 1 skill, for example both education and core worlds, or education and



mechanics, or lore and mechanics – it all depends on the specific subject and archive. Usually a datachip can only hold a reasonable archive – anything larger will be a lot more expensive.

Cost: reasonable (950), extensive (2,000), Large (2,950), Complete (5,000). *Feel free to increase or decrease depending on type of archive.*

Rarity: 6/7/8/9 (some might be restricted too – particularly Lore related and Force related).

Encumbrance: 0 Datachip only. As per datapad if downloaded.

Datapads

These come in various sizes and with varied capabilities. Usually they function as a data archive containing information, but some units can also be used to access computer network, even the holonet, most can do this through cable, but more expensive ones can do it wireless.

A cheap datapad can contain 2 reasonably sized archives for use with 1 or 2 knowledge skills. If also equipped with wireless network accessing capabilities it can be used to search and even slice networks – Add 2 setback dice to such checks.

A reasonable datapad can contain up to 4 reasonably sized archives or 2 extensive archives or 1 large archive. If also equipped with wireless network accessing capabilities it can be used to search and even slice networks – Add 1 setback die to such checks.

An expensive datapad can contain up to 8 reasonable sized archives or 4 extensive archives or 2 large archive complete archive. If also equipped with wireless network accessing capabilities it can be used to search and even slice networks without penalties.

Cost: 1,000/1,750/3,500 (add 150 for wireless network)

Encumbrance: 1/2/3

Rarity: 4/5/6

Notes: All datapads have slots for datachips (1/2/3)

which can be used to add a reasonably sized archive per slot.

Field Gear

This comes in three versions. One is a backpack with essential gear. The second is a utility belt, the third is a combined kit, slightly smaller than the Standard Rig that Imperial troops have.

Field pack: 2 condensing canteen with built-in water purification systems, a sunshield roll, a week's worth of concentrated rations, one glow rod, two breath masks, twenty-four filters, twelve atmosphere canisters, and a thermal cloak.

Field belt: 1 condensing canteen with built-in water purification system, a sunshield roll, a week's worth of concentrated rations, one breath mask, twelve filters.

Field Kit: Same as Backpack plus: 1 stim packs, 1 emergency medpack, macrobinoculars, ion flares, liquid cable dispenser.

Cost: Field pack: 800 credits; Field belt: 400, Field Kit: 1,100

Rarity: 5, 4, 6

Encumbrance: -

Notes: In my games I do not let a character carry more than 1 backpack or utility belt efficiently, by which I mean that if they do decide to carry more than one, the free encumbrance bonus is halved when considering encumbrance threshold and penalties.

Grappling spike-gun

The favourite of thieves and assassin, this device fires a grappling spike that attaches to virtually any surface. It can be used as a weapon.

Range: Medium (maximum 20-30 meters of liquid cable in dispenser as a guideline);

Damage: 4 (if used as weapon);

Critical: 4;

Qualities: Pierce 1, Vicious 1, Inaccurate 2 (when used as weapon), climbing is improved – add 1 boost die or remove 1 setback die.

Cost: 400

Rarity: 6

Liquid cable dispenser

A special liquid that solidifies upon contact with either atmosphere or vacuum to form a tough, lightweight and flexible cable. The dispenser contains enough liquid for 20 meters of cable that can support up to 500 kilograms. Can be refilled.

Cost: 25

Rarity: 3

Encumbrance: 0

Holster, pistol

Pistols needs holsters, these are usually strapped on the leg, either as part of a belt or in the boots to conceal the weapon.

1) These can be strapped to a utility belt and as such can add 1 to the utility belts' encumbrance bonus – for carrying weapons or weapon like items only. The holsters cannot normally hold grenades or knives, nor carbines and larger weapons.

2) Some holsters are designed to wear under clothing to conceal their presence, either on the back, chest, boot or the like. These holsters add 1 boost die to hiding the weapon from visual perception checks. These usually cost a bit more. Cannot hold anything larger than a normal blaster pistol (encumbrance 1 or less pistols).

3) The favourite holsters of gunslingers and thugs who

often get into fights are the so-called quick-draw holsters. These let weapons be drawn as an incidental, but holstering still requires a manoeuvre. These does not come in a concealed variety for obvious reasons (see attachments for concealed quick draw possibilities).

Cost: 1) 75; 2) 120; 3) 250

Encumbrance: -

Rarity: 3; 4; 4

Navigation sensors

Navigation sensors are long range direction-specific sensors for use as navigation aid when piloting planet bound vehicles, particular speeder bikes and other high-speed vehicles. The sensors uses various methods to map the terrain in front of the speeder up to a range of 1 kilometre. The sensors can be installed on the speeder with a clip on, or held in one hand. The basic models ignore 1 setback die to pilot (planet) checks due to terrain and natural obstacles. More advanced models suggest routes in addition to warning about obstacles. Military models also upgrade pilot (planet) checks once. These scanners are usually integrated in pilot helmets of law enforcement.

Cost: 1,200

Encumbrance: 2

Rarity: 6 (add R for military models)

Utility Harness

This harness is made up of a utility belt, straps and a multitude of various sized pockets. It increases the wearers encumbrance threshold by 2.

Cost: 50

Encumbrance: -

Rarity: 3

Note: Cannot be combined with utility belt, but can be combined with backpack.

Planetbound vehicles

Bespin Motors JR-4 Swoop

Vehicle Type: Swoop bike
Vehicle Model: JR-4
Manufacturer: Bespin Motors
Maximum Altitude: 1 kilometre
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 5
Cost: 10,000 (new), 4,000 (used)
Silhouette: 2
Sensor Range: Close
Speed: 4
Handling: -1
Defence: 0/0
Armour: 0
Hull Integrity: 3
Strain Threshold: 3
Customisation Hard Points: 2

Ikas-Adno R-2000 Raptor Speeder Bike

Vehicle Type: Speeder Bike
Vehicle Model: R-2000 Raptor
Manufacturer: Ikas-Adno
Maximum Altitude: Fifty meters
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 2
Cost: 12,000 (new), 8,000 (used)
Silhouette: 2
Sensor Range: Close
Speed: 3
Handling: -1
Defence: 0/0
Armour: 0
Hull Integrity: 3
Strain Threshold: 3
Customisation Hard Points: 2

Incom MVR-3 Speeder bike

Vehicle Type: Speeder bike
Vehicle Model: MVR-3
Manufacturer: Incom
Maximum Altitude: Fifty meters
Crew: One pilot
Passenger Capacity: 1
Encumbrance Capacity: 12
Cost: 7,000 (new), 2,000 (used)
Silhouette: 2
Sensor Range: Close
Speed: 2
Handling: 2
Defence: 0/0
Armour: 1
Hull Integrity: 4
Strain Threshold: 4
Customisation Hard Points: 2

Mobquet Flare-S Swoop

Vehicle Type: Swoop bike
Vehicle Model: Flare-S
Manufacturer: Mobquet
Maximum Altitude: 1 kilometre
Crew: One pilot
Passenger Capacity: 1
Encumbrance Capacity: 4

Cost: 6,500 (new), 2,500 (used)
Silhouette: 2
Sensor Range: Close
Speed: 5
Handling: -3
Defence: 0/0
Armour: 0
Hull Integrity: 2
Strain Threshold: 2
Customisation Hard Points: 1

Mobquet Overracer speeder bike

Vehicle Type: Speeder bike
Vehicle Model: Overracer
Manufacturer: Mobquet
Maximum Altitude: Twenty meters
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 3
Cost: 10,000 (new), 2,500 (used)
Silhouette: 2
Sensor Range: Close
Speed: 4
Handling: -1
Defence: 0/0
Armour: 0
Hull Integrity: 4
Strain Threshold: 3
Customisation Hard Points: 2

Razalon FC-20 speeder bike

Vehicle Type: Speeder bike
Vehicle Model: FC-20
Manufacturer: Razalon
Maximum Altitude: Five meters
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 3
Cost: 4,000 (new), 1,000 (used)
Silhouette: 1
Sensor Range: Close
Speed: 3
Handling: +1
Defence: 0/0
Armour: 0
Hull Integrity: 4
Strain Threshold: 3
Customisation Hard Points: 2
Notes: This vehicle is Quiet – adding 1 setback dice to Perception checks to notice. It also has power for only 24 hours before needing recharging.

Starships of the Fringe



Corellian Engineering Corporation

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Barloz-class freighter

Hull Type: Medium freighter

Ship Class: Barloz-class

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Ship's Complement: 2

Passenger Capacity: 4

Encumbrance Capacity: 140 encumbrance (85 metric tons)

Consumables: 2 Months

Cost: 120,000 (new); 17,500 (used)

Silhouette: 4 (41 meters long)

Sensor Range: Short

Speed: 3

Handling: -2

Defence (shield): 1/1

Armour: 4

Hull Integrity: 19

Strain Threshold: 13

Customization Hard Points: 5

Weapons:

One medium laser cannon

Fire Arc: Forward

Range: Close

Damage: 6

Critical: 3

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Consular-class Cruiser

Hull Type: Space cruiser

Ship Class: *Consular-class*

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 18

Navicomputer: Yes

Ship's Complement: 2-8

Passenger Capacity: 16 (varies with configuration)

Encumbrance Capacity: 2,000 encumbrance (1,000 metric tons)

Consumables: 6 months

Cost: 1,250,000 (new); 400,000 (used)

Silhouette: 5 (115 metres)

Sensor Range: Long

Speed: 3

Handling: -2

Defence (shield): 1/1/1

Armour: 4

Hull Integrity: 40

Strain Threshold: 20

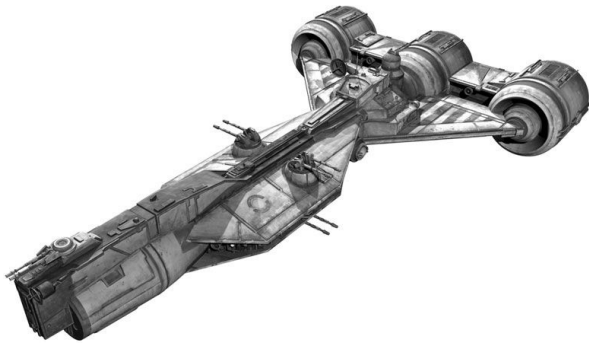
Customization Hard Points: 4

Weapons:

None

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Refitted Charger c70 Consular-class Cruiser

Hull Type: Frigate
Ship Class: Modified Consular-class
Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 1.5, Backup: Class 18
Navicomputer: Yes
Ship's Complement: 8
Passenger Capacity: 20 troops
Encumbrance Capacity: 3,000 encumbrance (6,000 metric tons)
Consumables: 6 months
Cost: 1,650,000 (new); 700,000 (used)
Silhouette: 5 (138,55 metres)
Sensor Range: Long
Speed: 3
Handling: -1
Defence (shield): 2/1/1
Armour: 6
Hull Integrity: 45
Strain Threshold: 25
Customization Hard Points: 1
Weapons:
5 twin light turbolaser cannons
Fire arc: 3 dorsal turrets, 2 ventral turrets.
Range: Medium
Damage: 9
Critical: 3
Qualities: Breach 2, Slow-firing 1, Linked 1

Twin point defence medium laser cannons
Fire arc: Front
Range: Close
Damage: 6
Critical: 3
Qualities: Linked 1

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G9 Rigger

Hull Type: Freighter
Ship Class: G9-class
Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 3
Navicomputer: Yes
Ship's Complement: 2 (1 pilot, 1 co-pilot)
Passenger Capacity: 6
Encumbrance Capacity: 110 encumbrance (70 metric tons)
Consumables: 1 Months
Cost: 85,000 (new); 45,000 (used)
Silhouette: 4 (34,1 meters long)
Sensor Range: Short
Speed: 4
Handling: -2
Defence (shield): 1/1
Armour: 3
Hull Integrity: 18
Strain Threshold: 12
Customization Hard Points: 4
Weapons:
Double light laser cannons
Fire Arc: Forward
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 1

Light laser cannons
Fire Arc: Turret (forward, starboard, aft)
Range: Close
Damage: 5
Critical: 3

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Gozanti Cruiser

Hull Type: Freighter

Ship Class: Cruiser

Manufacturer: Corellian Engineering Corporation (also: GalloFree Yards and others)



Hyperdrive: Primary: Class 3, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 12
Passenger Capacity: 12
Encumbrance Capacity: 130 encumbrance (75 metric tons)

Consumables: 1 Months
Cost: 150,000 (new); 50,000 (used)

Silhouette: 4 (41,8 meters long)

Sensor Range: Medium

Speed: 2

Handling: -1

Defence (shield): 2/1

Armour: 5

Hull Integrity: 22

Strain Threshold: 17

Customization Hard Points: 3

Weapons:

Four double medium laser cannons

Fire Arc: 1 forward, port; 1 forwards, starboard; 1 aft, port; 1 aft, starboard

Range: Close

Damage: 6

Critical: 3

Qualities: Linked 1

Two quad laser cannon

Fire Arc: 1 forward, port, starboard; 1 aft, port, starboard

Range: Close

Damage: 5

Critical: 3

Qualities: Accurate, Linked 3

Proton torpedo tubes

Fire Arc: Front

Range: Short

Damage: 8

Critical: 2

Qualities: Blast 6, Breach 6, Guided 2, Limited ammo 8, Slow-firing 1

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HT-2200 medium freighter

Hull Type: Transport

Ship Class: HT-2200

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Ship's Complement: 2

Passenger Capacity: 8

Encumbrance Capacity: 800 encumbrance (800 metric tons)

Consumables: 3 Months

Cost: 240,000 (new); 110,000 (used)

Silhouette: 5 (54,8 meters long)

Sensor Range: Medium

Speed: 2

Handling: -1

Defence (shield): 2/1/1

Armour: 6

Hull Integrity: 50

Strain Threshold: 30

Customization Hard Points: 3

Weapons:

Two heavy laser cannon

Fire Arc: 1 dorsal turret, 1 ventral turret

Range: Short

Damage: 6

Critical: 3

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HWK-290

Hull Type: Light freighter

Ship Class: HWK-290

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 18
Navicomputer: Yes
Ship's Complement: 1-2 (Pilot, co-pilot)
Passenger Capacity: 2
Encumbrance Capacity: 40 encumbrance (15 metric tons)
Consumables: 3 months
Cost: 135,000 (new); 55,000 (used)
Silhouette: 4 (29 meters long)
Sensor Range: Short
Speed: 4
Handling: 1
Defence (shield): no.
Armour: 3
Hull Integrity: 20
Strain Threshold: 15
Customization Hard Points: 5
Weapons:
None

10000K~V7 #***

JumpMaster 5000

Hull Type: Scout ship

Ship Class: JM-5K

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 3, Backup: Class 15
Navicomputer: Yes
Ship's Complement: 1
Passenger Capacity: 1
Encumbrance Capacity: 70 encumbrance (50 metric tons)
Consumables: 4 months
Cost: 110,000 (new); 40,000 (used)
Silhouette: 4 (20,1 meters long)
Sensor Range: Short
Speed: 4
Handling: 0
Defence (shield): 1/0
Armour: 3
Hull Integrity: 17
Strain Threshold: 13
Customization Hard Points: 4
Weapons:
Medium laser cannon
Fire Arc: Front
Range: Close
Damage: 6
Critical: 3

קאָרעליען ינגעניערינג קאָרפּאָרעישן
KR-TB "Doomtreader"

Hull Type: Freighter

Ship Class: KR-TB

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Ship's Complement: 3 (1 pilot, 1 co-pilot, 1 astromech)

Passenger Capacity: 6

Encumbrance Capacity: 180 encumbrance (100 metric tons)

Consumables: 1 Months

Cost: 350,000 (new); 70,000 (used)

Silhouette: 4 (50 meters long)

Sensor Range: Short

Speed: 3

Handling: -1

Defence (shield): 2/2

Armour: 4

Hull Integrity: 21

Strain Threshold: 15

Customization Hard Points: 4

Weapons:

Double medium laser cannon

Fire Arc: Forward

Range: Close

Damage: 6

Critical: 3

Qualities: Linked 1

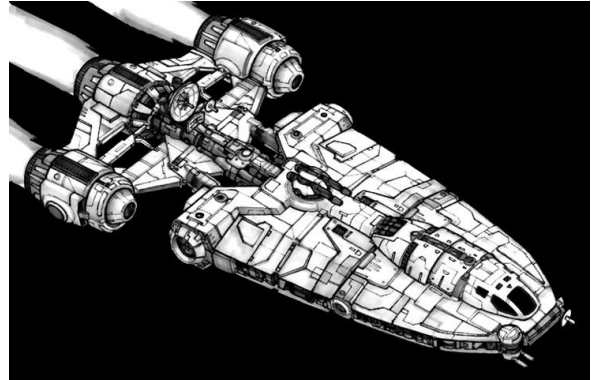
קאָרעליען ינגעניערינג קאָרפּאָרעישן

YG-4210

Hull Type: Transport

Ship Class: YG-4210

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 3, Backup: Class x22

Navicomputer: Yes

Ship's Complement: 4

Passenger Capacity: 12

Encumbrance Capacity: 30 encumbrance (10 metric tons)

Consumables: 1 year

Cost: 40,000 (used)

Silhouette: 4 (24 meters long)

Sensor Range: Medium

Speed: 2

Handling: 0

Defence (shield): no.

Armour: 3

Hull Integrity: 24

Strain Threshold: 16

Customization Hard Points: 4

Weapons:

Twin light blaster cannon

Fire Arc: Partial turret (front, port, starboard)

Range: Close

Damage: 4

Critical: 4

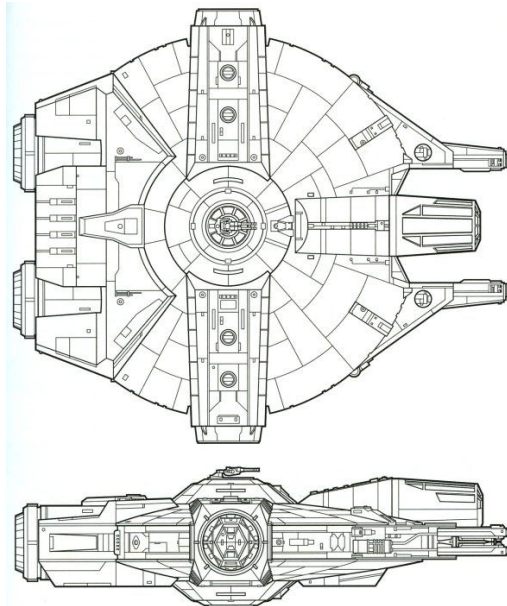
Qualities: Linked 1

YJ-700
YT-700

Hull Type: Freighter
Ship Class: YT-700
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: Class 20
Navicomputer: Yes
Ship's Complement: 1
Passenger Capacity: 4
Encumbrance Capacity: 120 encumbrance (75 metric tons)
Consumables: 2 months
Cost: 18,000 (used only)
Silhouette: 4 (21,7 meters long)
Sensor Range: Short
Speed: 2
Handling: -1
Defence (shield): no.
Armour: 3
Hull Integrity: 18
Strain Threshold: 12
Customization Hard Points: 4
Weapons:
One light laser cannon
Fire Arc: Turret (all, dorsal)
Range: Close
Damage: 5
Critical: 3

YJ-1000
YT-1000

Hull Type: Freighter
Ship Class: YT-1000
Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 3, Backup: Class 16
Navicomputer: Yes
Ship's Complement: 2 (1 pilot, 1 co-pilot/engineer)
Passenger Capacity: 4
Encumbrance Capacity: 120 encumbrance (75 metric tons)
Consumables: 2 Months
Cost: 20,000 (used only)
Silhouette: 4 (28 meters long)
Sensor Range: Short
Speed: 2
Handling: -1
Defence (shield): no.
Armour: 3
Hull Integrity: 19
Strain Threshold: 14
Customization Hard Points: 4
Weapons:
One light laser cannon
Fire Arc: Turret (all, dorsal)
Range: Close
Damage: 5
Critical: 3

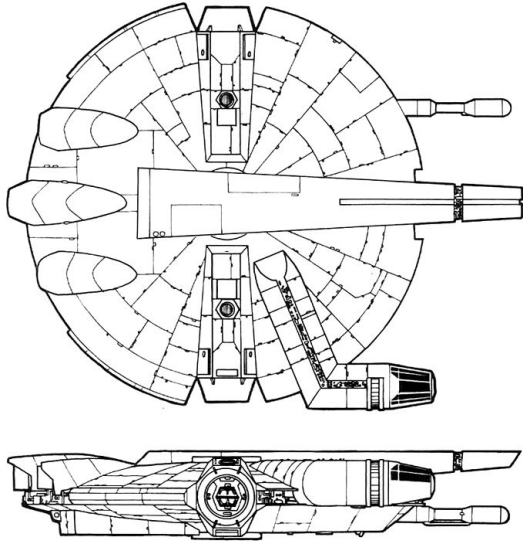
YJ-1210

YT-1210

Hull Type: Light Freighter

Ship Class: YT-1210

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 16
Navicomputer: Yes
Ship's Complement: 2 (1 pilot, 1 co-pilot/engineer)
Passenger Capacity: 4
Encumbrance Capacity: 150 encumbrance (100 metric tons)

Consumables: 2 Months
Cost: 25,000 (used only)
Silhouette: 4 (28 meters long)
Sensor Range: Short
Speed: 3
Handling: -2
Defence (shield): no.
Armour: 3
Hull Integrity: 20
Strain Threshold: 14
Customization Hard Points: 5

Weapons:

One light laser cannon
Fire Arc: Turret (all, dorsal)
Range: Close
Damage: 5
Critical: 3

YJ-1250

YT-1250

Hull Type: Freighter

Ship Class: YT-1250

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 16

Navicomputer: Yes

Ship's Complement: 2 (1 pilot, 1 co-pilot/engineer)

Passenger Capacity: 5

Encumbrance Capacity: 120 encumbrance (80 metric tons)

Consumables: 3 Months

Cost: 120,000 (new); 30,000 (used)

Silhouette: 4 (32,25 meters long)

Sensor Range: Short

Speed: 3

Handling: -2

Defence (shield): 1/1

Armour: 3

Hull Integrity: 20

Strain Threshold: 16

Customization Hard Points: 4

Weapons:

Twin medium laser cannon

Fire Arc: Turret (all, dorsal)

Range: Close

Damage: 6

Critical: 3

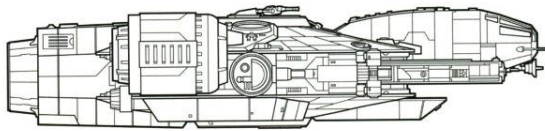
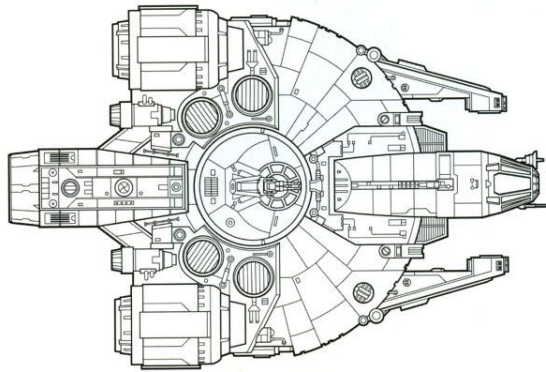
Qualities: Linked 1

YJ-1760
YT-1760

Hull Type: Small transport

Ship Class: YT-1760

Manufacturer: Corellian Engineering Corporation



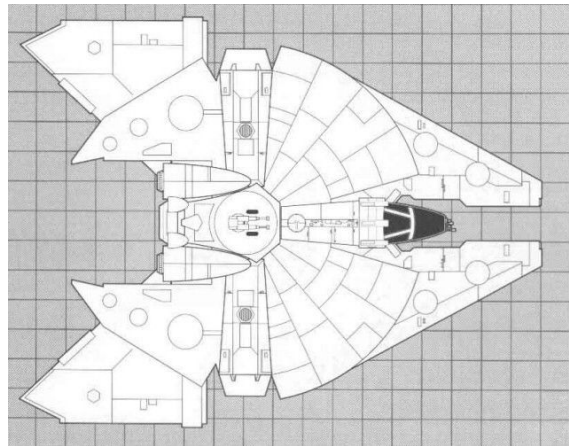
Hyperdrive: Primary: Class 1, Backup: Class 15
Navicomputer: Yes
Ship's Complement: 1-2 (pilot, co-pilot/engineer)
Passenger Capacity: 8
Encumbrance Capacity: 30 encumbrance (10 metric tons)
Consumables: 2 Months
Cost: 80,000 (new); 20,000 (used)
Silhouette: 4 (26,5 meters long)
Sensor Range: Short
Speed: 4
Handling: 0
Defence (shield): no.
Armour: 3
Hull Integrity: 20
Strain Threshold: 16
Customization Hard Points: 5
Weapons:
None.

YJ-1930
YT-1930

Hull Type: Transport/freighter

Ship Class: YT-1930

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 2 (1 pilot, 1 co-pilot/engineer)
Passenger Capacity: 6
Encumbrance Capacity: 260 encumbrance (200 metric tons)
Consumables: 4 months
Cost: 135,000 (new); 62,000 (used)
Silhouette: 4 (36,8 meters long)
Sensor Range: Short
Speed: 3
Handling: 0
Defence (shield): 1/1
Armour: 4
Hull Integrity: 24
Strain Threshold: 17
Customization Hard Points: 6
Weapons:
One medium laser cannon
Fire Arc: Turret (all, dorsal)
Range: Close
Damage: 6
Critical: 3

YU-410

YT-2000

Hull Type: Light freighter

Ship Class: YT-2000

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 1-4 (1 pilot, 1 co-pilot/engineer, 2 gunners)
Passenger Capacity: 7
Encumbrance Capacity: 185 encumbrance (115 metric tons)
Consumables: 3 Months
Cost: 150,000 (new), 45,000 (used)
Silhouette: 4 (29,4 L; 21,6 W; 9,6 H – in meters)
Sensor Range: Short
Speed: 3
Handling: +1
Defence (shield): 2/1
Armour: 4
Hull Integrity: 22
Strain Threshold: 15
Customization Hard Points: 5
Weapons:
Two twin light laser cannons
Fire Arc: Turret (all, dorsal and ventral)
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 1

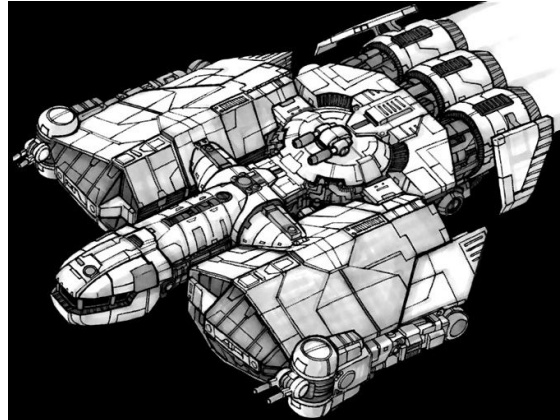
YU-410

YU-410

Hull Type: Light freighter

Ship Class: YV-410

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 8 (1 pilot, 1 co-pilot, 1 engineer, 1 sensor operator, 4 gunners)
Passenger Capacity: 12
Encumbrance Capacity: 300 encumbrance (250 metric tons)
Consumables: 2 months
Cost: 200,000 (new); 80,000 (used)
Silhouette: 4 (44 meters long)
Sensor Range: Short
Speed: 2
Handling: -1
Defence (shield): no.
Armour: 5
Hull Integrity: 26
Strain Threshold: 18
Customization Hard Points: 3
Notes: +1 boost die to concealing items in the cavernous cargo bays.
Weapons:
Four twin medium laser cannons
Fire Arc: 2 turrets (all), 2 partial turrets (1 front, port, 1 front, starboard)
Range: Close
Damage: 6
Critical: 3
Qualities: Linked 1

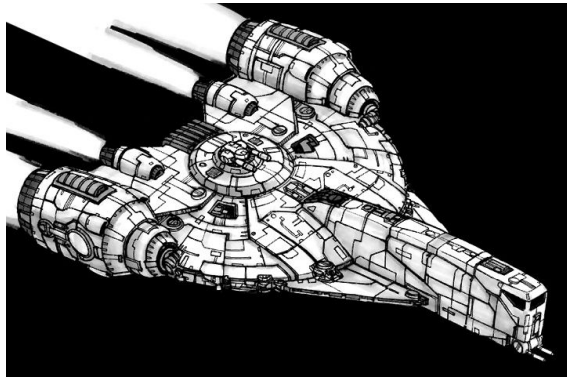
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YV-100

Hull Type: Light freighter

Ship Class: YV-100

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 3, Backup: Class 12

Navicomputer: Yes

Ship's Complement: 2

Passenger Capacity: 10

Encumbrance Capacity: 180 encumbrance (150 metric tons)

Consumables: 6 months

Cost: 150,000 (new); 50,000 (used)

Silhouette: 4 (46,5 meters long)

Sensor Range: Medium

Speed: 4

Handling: 0

Defence (shield): 2/1

Armour: 4

Hull Integrity: 25

Strain Threshold: 19

Customization Hard Points: 3

Weapons:

Twin heavy blaster cannon

Fire Arc: Partial turret (front, starboard, port – fired from cockpit, ventral)

Range: Close

Damage: 5

Critical: 4

Qualities: Linked 1

Twin medium laser cannon

Fire Arc: Turret (all, dorsal)

Range: Close

Damage: 6

Critical: 3

Qualities: Linked 1

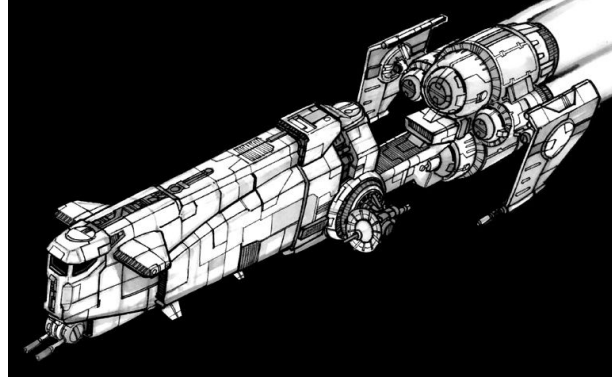
∇Υ-330

YV-330

Hull Type: Freighter

Ship Class: YV-330

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 1, Backup: Class 12

Navicomputer: Yes

Ship's Complement: 2 (pilot, gunner)

Passenger Capacity: 6

Encumbrance Capacity: 20 encumbrance (5 metric tons)

Consumables: 1 month

Cost: 200,000 (new); 100,000 (used)

Silhouette: 4 (26 meters long)

Sensor Range: Short

Speed: 4

Handling: +1

Defence (shield): 2/1

Armour: 3

Hull Integrity: 25

Strain Threshold: 20

Customization Hard Points: 4

Weapons:

Autoblaster

Fire Arc: Front (fired from cockpit)

Range: Close

Damage: 3

Critical: 5

Qualities: Auto-fire

Twin medium laser cannon

Fire Arc: Turret (ventral)

Range: Close

Damage: 6

Critical: 3

Qualities: Linked 1

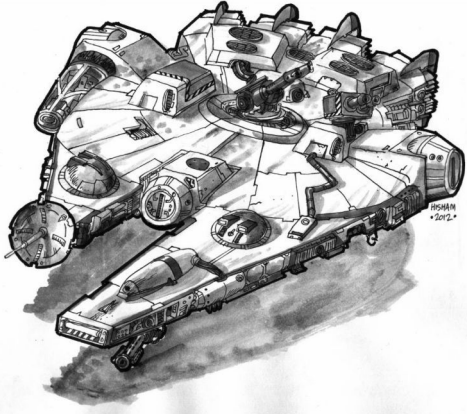
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YV-545

Hull Type: Light freighter

Ship Class: YV-545

Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 2, Backup: Class 15
Navicomputer: Yes
Ship's Complement: 2 (pilot, co-pilot/engineer)
Passenger Capacity: 5
Encumbrance Capacity: 120 encumbrance (80 metric tons)
Consumables: 3 months
Cost: 120,000 (new), 35,000 (used)
Silhouette: 4 (32 meters long)
Sensor Range: Medium
Speed: 4
Handling: 1
Defence (shield): 1/1
Armour: 3
Hull Integrity: 20
Strain Threshold: 16
Customization Hard Points: 5
Weapons:
None

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YV-664

Hull Type: Light freighter

Ship Class: YV-664

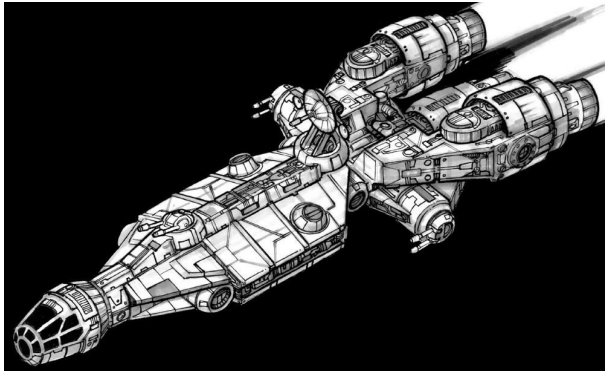
Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 1, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 3 (pilot, co-pilot, gunner)
Passenger Capacity: 6
Encumbrance Capacity: 170 encumbrance (100 metric tons)
Consumables: 2 months
Cost: 160,000 (new); 90,000 (used)
Silhouette: 4 (36 meters long)
Sensor Range: Short
Speed: 4
Handling: 0
Defence (shield): 1/1
Armour: 4
Hull Integrity: 22
Strain Threshold: 15
Customization Hard Points: 4
Weapons:
Twin light laser cannon
Fire Arc: Turret (all, dorsal)
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 1

YZ-775

Hull Type: Transport
Ship Class: YZ-775
Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 1, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 1-8 (1 pilot, 1 co-pilot, 5 gunners, 1 engineer)
Passenger Capacity: 14
Encumbrance Capacity: 400 encumbrance (400 metric tons)
Consumables: 6 months
Cost: 500,000 (new), 350,000 (used)
Silhouette: 4 (52 meters long)
Sensor Range: Medium
Speed: 3
Handling: -1
Defence (shield): 1/1
Armour: 4
Hull Integrity: 30
Strain Threshold: 20
Customization Hard Points: 2
Weapons:
Double heavy laser cannon
Fire Arc: Partial turret (front, port and starboard; dorsal)
Range: Short
Damage: 6
Critical: 3
Qualities: Linked 1.

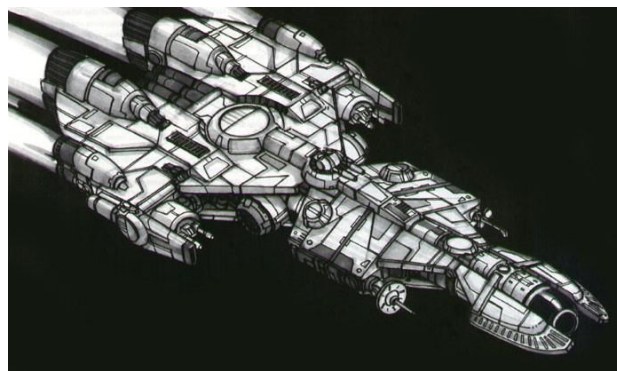
Two twin light laser cannons
Fire Arc: Partial turret (1 front, starboard, aft, 1 front, port and aft)
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 1

Two proton torpedo tubes
Fire Arc: Front
Range: Short
Damage: 8
Critical: 2
Qualities: Blast 6, Breach 6, Guided 2, Limited ammo 12, Slow-firing 1

Notes: Originally this had a light turbolaser cannon. This would require it to be silhouette 5. If you still want it to have a turbolaser, increase silhouette to 5 – or just slap it on as a replacement for the double heavy laser cannon.

YZ-900

Hull Type: Transport
Ship Class: YZ-900
Manufacturer: Corellian Engineering Corporation



Hyperdrive: Primary: Class 1, Backup: Class 14
Navicomputer: Yes
Ship's Complement: 2-8
Passenger Capacity: 14
Encumbrance Capacity: 500 encumbrance (500 metric tons)
Consumables: 6 months
Cost: 600,000 (new); 400,000 (used)
Silhouette: 4 (54,4 meters long)
Sensor Range: Medium
Speed: 3
Handling: 0
Defence (shield): 1/1
Armour: 4
Hull Integrity: 32
Strain Threshold: 20
Customization Hard Points: 3
Weapons:
2 Double medium laser cannons
Fire Arc: 1 turret, 1 front
Range: Close (check stats)
Damage: 6
Critical: 3
Qualities: Linked 1

Concussion missile launcher
Fire Arc: Front
Range: Short
Damage: 6
Critical: 3
Qualities: Blast 4, Breach 4, Guided 3, Limited ammo 6, Slow-firing 1

Gallofree Yards, Inc.

מאקא-עקאי ל4000 תחבורה
Maka-Eekai L4000 Transport

Hull Type: Light transport

Ship Class: L4000 Light transport

Manufacturer: Gallofree Yards, Inc.



Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Ship's Complement: 4

Passenger Capacity: 9

Encumbrance Capacity: 280 encumbrance (140 metric tons)

Consumables: 6 Months

Cost: 180,000 (new), 80,000 (used)

Silhouette: 4 (66 meters long)

Sensor Range: Short

Speed: 3

Handling: 0

Defence (shield): 1/1

Armour: 4

Hull Integrity: 22

Strain Threshold: 15

Customization Hard Points: 4

Weapons:

Two double laser cannons

Fire Arc: Turrets (1 front, aft, port; 1 front, aft, starboard)

Range: Close

Damage: 6

Critical: 3

Qualities: Linked 1

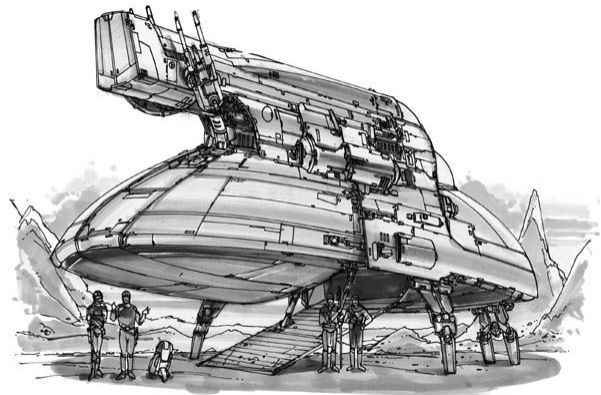
Kuat Systems Engineering

ספינת תחבורה קלה מסוג S40K
S40K Phoenix Hawk-class Light Pinnace

Hull Type: Light Pinnace

Ship Class: Phoenix Hawk-class light pinnace

Manufacturer: Kuat Systems Engineering



Hyperdrive: Primary: Class 2, Backup: Class 16

Navicomputer: Yes

Ship's Complement: 1-2 (1 pilot, 1 co-pilot/engineer)

Passenger Capacity: 4

Encumbrance Capacity: 45 encumbrance (20 metric tons)

Consumables: 2 Months

Cost: 112,000 (new); 22,500 (used)

Silhouette: 4 (19,2 meters long)

Sensor Range: Short

Speed: 2

Handling: -1

Defence (shield): 1/1

Armour: 3

Hull Integrity: 18

Strain Threshold: 12

Customization Hard Points: 2

Weapons:

Twin heavy blaster cannon

Fire Arc: Turret (all, dorsal)

Range: Close

Damage: 5

Critical: 4

Qualities: Linked 1

Twin light ion cannons

Fire Arc: Aft

Range: Close

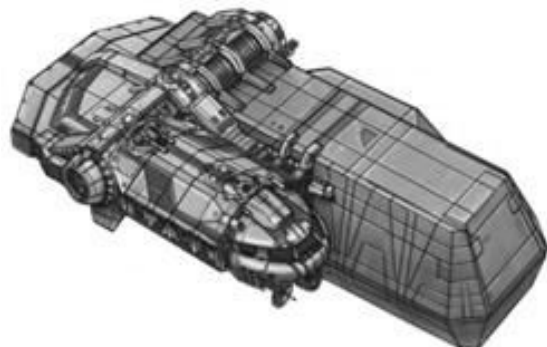
Damage: 5

Critical: 4

Qualities: Linked 1, Ion

QKVBK7M7-4KKN LN710L J7KANN0D7J
Wayfarer-class Medium Transports

Hull Type: Medium transport
Ship Class: *Wayfarer-class transport*
Manufacturer: Kuat Systems Engineering



Hyperdrive: Primary: Class 2, Backup: Class 14
Navicomputer: Yes
Ship's Complement: 3
Starship/vehicle Complement: 2 TIE or V-wing sized starfighters or airspeeders in cargo module.
Passenger Capacity: 6
Encumbrance Capacity: 350 encumbrance (220 metric tons)
Consumables: 3 months
Cost: 140,000 (new), 50,000 (used)
Silhouette: 4 (82 meters long)
Sensor Range: Short
Speed: 3
Handling: -1 (0 without module)
Defence (shield): 1/1
Armour: 4
Hull Integrity: 30
Strain Threshold: 15
Customization Hard Points: 4
Weapons:
Quad laser cannons
Fire Arc: Partial turret (front, aft, port)
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 3, accurate.

Medium double laser cannon
Fire Arc: Dorsal turret (all)
Range: Close
Damage: 6
Critical: 3
Qualities: Linked 1

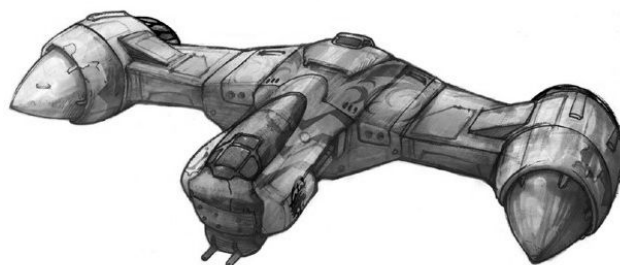
Alternate modules:

Cargo Module: Ship's complement: 2-4; Encumbrance: 500 encumbrance.
Transport Module: Ship's complement: 2-4; Encumbrance: 120 encumbrance; Consumables 4 months; Passenger capacity: 40; Handling -2.
Sensor Pod: Ship's complement 4 (pilot, co-pilot, 2 sensor operators); Encumbrance: 60 encumbrance; Sensor Range: Long; Handling -2.

Nubian Design Collective

47MVBK4-4KKN 0D03M7
Freefall-class Bomber

Hull Type: Bomber
Ship Class: *Freefall-class bomber*
Manufacturer: Nubian Design Collective



Hyperdrive: Primary: Class 2, Backup: Class 10
Navicomputer: Yes
Ship's Complement: 4 (1 pilot, 1 gunner, 1 navigator, 1 bombardier)
Passenger Capacity: 10
Encumbrance Capacity: 30 encumbrance (20 metric tons)
Consumables: 4 weeks
Cost: 70,000 (new), 18,000 (used)
Silhouette: 4 (30 meters long)
Sensor Range: Short
Speed: 4
Handling: -1
Defence (shield): 1/1
Armour: 4
Hull Integrity: 18
Strain Threshold: 13
Customization Hard Points: 2
Weapons:
Twin light laser cannons
Fire Arc: Front
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 1

Proton bomb chute
Fire Arc: Ventral (only targets below)
Range: Close
Damage: 9
Critical: 2
Qualities: Blast 6, breach 6, limited ammo 10, Slow-firing 2

יצובכח אדא 7 אדא
J-type Star Skiff

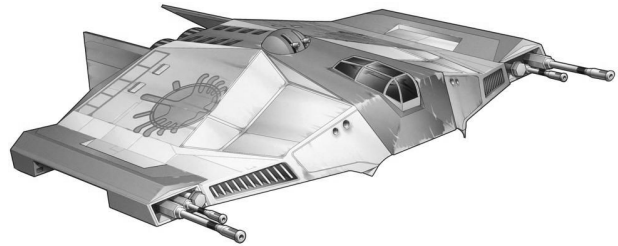
Hull Type: Star yacht
Ship Class: J-type star skiff
Manufacturer: Nubian Design Collective (in conjunction with Theed Palace Space Vessel Engineering Corps)



Hyperdrive: Primary: Class 0.5, Backup: Class 10
Navicomputer: Yes
Ship's Complement: 3 (Pilot, navigator, gunner)
Passenger Capacity: 3
Encumbrance Capacity: 15 Encumbrance (5 metric tons)
Consumables: 1 month
Cost: N/A (about 400,000 – random guess)
Silhouette: 4 (29,2 meters L; 49,3 meters W)
Sensor Range: Medium
Speed: 3
Handling: 1
Defence (shield): 1/1
Armour: 3
Hull Integrity: 18
Strain Threshold: 17
Customization Hard Points: 2
Attachments: Electronic countermeasures suite
Weapons:
Twin medium laser cannons
Fire Arc: Front
Range: Close
Damage: 6
Critical: 3
Qualities: Linked 1

אדא 7777 אדא
Scurr H-6

Hull Type: Bomber
Ship Class: Scurr H-6 prototype bomber
Manufacturer: Nubian Design Collective



Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Ship's Complement: 3 (1 pilot, 1 gunner, 1 navigator)
Passenger Capacity: 3
Encumbrance Capacity: 20 encumbrance (10 metric tons)
Consumables: 2 weeks
Cost: 150,000 (new), 80,000 (used)
Silhouette: 4 (22 meters long)
Sensor Range: Short
Speed: 4
Handling: -1
Defence (shield): 1/1
Armour: 4
Hull Integrity: 16
Strain Threshold: 12
Customization Hard Points: 2
Weapons:
Sextuple medium laser cannons
Fire Arc: Front
Range: Close
Damage: 6
Critical: 3
Qualities: Linked 5, accurate.

Automated twin light laser cannon
Fire Arc: Turret
Range: Close
Damage: 5
Critical: 3
Qualities: Linked 1

Theed Palace Space Vessel Engineering

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Hull Type: Amphibious medium transport

Ship Class: Mantaris-class

Manufacturer: Theed Palace Space Vessel Engineering Corps/Otoh Gunga Bongameken Cooperative



Hyperdrive: Primary: Class 2, Backup: Class 8

Navicomputer: Yes

Ship's Complement: 4 (pilot, navigator/shield operator, communications/security officer, engineer/gunner), 1 Astromech.

Passenger Capacity: 20

Encumbrance Capacity: 350 encumbrance (250 metric tons)

Consumables: 2 months

Cost: 280,000 (new); 105,000 (used)

Silhouette: 4 (98 meters long)

Sensor Range: Medium (space), Long (water)

Speed: 3

Handling: -1 (space), +1 (water)

Defence (shield): 1/0

Armour: 5

Hull Integrity: 27

Strain Threshold: 17

Customization Hardpoints: 4

Weapons:

Two Concussion Missile Launchers

Fire Arc: 1 Front, 1 Aft.

Range: Short

Damage: 6

Critical: 3

Qualities: Blast 4, Breach 4, Guided 3, Limited ammo 8, Slow-firing 1

Modular design:

The modular design of the Mantaris medium transport allows it to increase cargo capacity or passenger capacity. The cargo bay can also be fitted for wild life.

Cargo Module: Increase encumbrance capacity by 150 enc.

Passenger Module: Increase passenger capacity by 30.

Zoological Module: Adds a zoological handling system.

Starships Attachments

Experimental thrusters

The ship receives new and additional prototype-thrusters and manoeuvring jets for better handling and manoeuvrability.

Requires a Daunting Mechanics check to apply oneself.

Basic Modification: Enables silhouette 5 ships to execute silhouette 4 manoeuvres. Strain cost of such manoeuvres are increased by 1, if no strain cost it now costs 2 strain.

If 3 Threats are rolled on a Pilot check the ship's Strain Threshold is lowered by 2 until repaired (requires a Hard mechanics check, 12 hours, plus 2,500 credits worth of parts).

If 5 Threats or 1 Despair are rolled on a Pilot check apply the Vehicle Critical: Major System Failure (118-126) applied to sublight engines always.

Modification Options: 0-2 Increase Handling (+1) Mod.

Hard points Cost: 3

Cost: 25,000

Rarity: 9, R

Improved Sensor Array

The ship receives additional sensors and replaces the main sensor array with a more powerful unit.

Requires an Average Mechanics check to apply oneself.

Basic Modification: Increases the ships sensor range by one (1) range band.

Modification Options: 0-2 Additional Sensor Range Band

Hard points Cost: 2

Cost: 15,000

Rarity: 8, R

Note: Cannot be increased beyond Long for silhouette 3-4. Silhouette 5+ can receive sensor range Extreme. This also affects comm ranges.

Manoeuvring Jets

The ship receives additional retro-thrusters and manoeuvring jets for better handling.

Requires a Hard Mechanics check to apply oneself.

Basic Modification: Increase Handling (+1) Mod.

Modification Options: 0-2 Increase Handling (+1) Mod, 0-2 Automated-manoevring jets (Remove 1 setback die due to environmental situation) Mod.

Hard points Cost: 1

Cost: 1,500 x Silhouette

Rarity: 6

Micro Tractor Beam

The ship is fitted with a series of small tractor beam projectors that assists the pilot when in dogfights. Can only be attached on starfighters; silhouette 3.

Requires an Average Mechanics check to apply oneself.

Basic Modification: Decrease Manoeuvrability (+1 Setback die to opponent pilot's check when opposing an attempted "Gaining Advantage") Mod.

Modification Options: Debilitate Manoeuvrability (Downgrade opponents pilot's check once when opposing an attempted "Gaining Advantage") Mod - this is in addition to the basic boost mod.

Hard points Cost: 1

Cost: 4,500

Rarity: 7, R

Clarification: This penalty is only applied to opponent when the craft equipped with a Micro Tractor Beam attempts a "Gaining Advantage" action.

Targeting Jammer

The ship is equipped with a jamming array that makes it harder for opponents to target the ship. To activate this attachment requires a manoeuvre.

Requires a Daunting Mechanics check to apply oneself.

Basic Modification: Targeting Jammer: when active, upgrades the difficulty to be hit once. Using sensors when jammer is active suffers 1 setback die.

Modification Options: Targeting Scrambler: when active increase difficulty to be hit by one die, in addition to base mod. This upgrade is quite extensive and make any maintenance and repair attempts suffer 2 setback dice, using sensors now suffer 2 setback dice.

Hard point Cost: 1

Cost: 2,500 x Silhouette

Rarity: 7, R

Cargo, refitting and more

Cargo

If you're like me, you find the encumbrance system in EotE to be slightly confusing. For silhouette 3 and smaller vehicles I can understand the cargo capacity making sort of sense, but for larger ships and transports, basically silhouette 4+, I find the notion slightly confusing. Now one way of doing this could be to make a scaled encumbrance system – but that entails a bit too much work and might confuse things further, even if what I present below sort of does this.

Another way of going would be to introduce crates, cargo crates. Lets say a standard shipping crate consumes 10 encumbrance, but can fit, for instance 30 encumbrance worth of equipment and goods? That is, if you just throw in lots of stuff in your cargo bay, its not going to room as much as if you tidily put full crates and stack them neatly. In this way the cargo crates sort of function like an oversized backpack that fits within the transport.

In this case one has to make a decision when it comes to 0 encumbrance equipment like comlinks and the like. Off hand I'd say that 0 encumbrance gear and equipment consumes 1 encumbrance when put in groups of 5 10, 15 or more (depending on "actual" size"). That is, comlinks and power packs would need 10 to consume 1 encumbrance, scanner goggles would need 5 to consume 1 encumbrance, whereas stimpacks and toxins would need 10 or perhaps even 15 to consume 1 encumbrance.

Basing this idea on the RCR Heros' Guide Web Enhancement: *Commerce and the Shadow Wing* I'm going to try to make some suggested guidelines.

First off I'm deciding that the per metric ton value and listed amount for a tons, corresponds to the standard cargo crate that consumes 10 encumbrance from the starships cargo capacity. This reduces the cargo capacity of some starships across systems a bit, some more, some less.

Originally I thought I'd make some weapons crates, and specific crates for specific types of gear, but that is too much work and the benefit is marginal. Instead I'm suggesting that weapons (and armour) stacked in crates consumes less encumbrance than when carried (or worn), a bit like the armour carried versus armour worn rule.

Instead of carrying over the -3 encumbrance rule, I'd rather halve the encumbrance (round up) for stacking in crates. This shows that the weapons are neatly stacked, folded together where appropriate and fit into a crate. It also ensures that smaller weapons don't consume 0

encumbrance and become a point of argument when filling up or looting crates.

Smaller crates could consume 5 encumbrance and have capacity for 15 encumbrance. Larger could consume 20 and have capacity for 60 encumbrance. One important point though is that these crates cannot fit into smaller than silhouette 4 ships. I'd hate to see someone argue that their Y-Wing can have room for some of these crates by pointing at encumbrance capacity. I'd actually argue that the ship need a proper cargo bay (or more) to have room for these.

I have not tested this, nor is it likely I will in the near future, but its an idea I thought I'd share. The encumbrance ratio between what is consumed of the encumbrance capacity and how much the crate can fit should perhaps be tested. Any suggestions are welcome.

Refitting and customisation

As a suggested – and very untested – house rule for gaining more customisation hard points for your starship I present here a conversion list for reducing encumbrance for hard points. It is intentionally expensive:

Silhouette 3 = 4 encumbrance for 1 HP, Cost 12,500

Silhouette 4 = 25 encumbrance for 1 HP, Cost 25,000

Silhouette 5 = 75 encumbrance for 1 HP, Cost 50,000

Silhouette 6 = 100 encumbrance for 1 HP, Cost 100,000

The encumbrance price is based on the idea that even starfighters should have this refit ability – Like the TIE fighter. The original value was 10 – but then its only the Y-wing that can benefit from this house rule, which I'm not keen on.

As a limitation on this, I'd suggest something like no more than halving the encumbrance capacity, or cannot gain more than half of base customisation HP or something along those lines. For the Action VI, with its 10,000 encumbrance capacity, its obvious that some limitation should be put on this idea. For instance no more than silhouette size – this means that any silhouette 4 ship can add 4 and no more. With the encumbrance limitation, some ships, the Action VI being the prime example would still be able to add 66 HPs, the Mobquet only 4... The YT can, with this limitation add 3. For consistency across the ranges, I'd try the silhouette limitation vs ½ encumbrance limitation.

Hangar bay

Some transports can through extensive modifications be refitted to support a smaller ship to dock inside it. Various alternate solutions exists, like a "docking wheel" on the outside the will support multiple smaller starships, or function as a docking arm as a safety against crashing into really small hangar bays.

Generally speaking these ships should be of a smaller silhouette – although by using old rpg sources or wookieepedia sound argument can be made about certain smaller transports being able to dock into larger transports, albeit of same silhouette. This is down to GMs and players to agree upon, but I'd say that transport docking inside transports of silhouette would need some damn good argument and the sacrifice of all available cargo space, at least.

So, how to go about refitting. First off I'd say that if you want some silhouette 4 transport to have room for a

silhouette 3 fighter – barring meter size as per wookieepedia.org or d6/rcr/ocr/se sources (granted SE used size categories too I think) – Since the size difference is so small that should at least consume 20 to 40 encumbrance per silhouette, so somewhere between 60 and 120. Now this is a wide range. Let's for argument say 30, that's 90 encumbrance for a hangar bay inside your YT-1300 for your X-wing, TIE or Z-95. This is an easy way. It works, is pricey, but makes your transport that much more deadly.

Great stuff. I'd still make it a rule that silhouette is not the final determining factor for what you can fit inside a craft, I mean cargo capacity goes a long way to keep the smaller vessels away – and I have yet to find a good way of adding more cargo space to a starship that I find logical.

I'd say that for larger silhouettes, like 5, that comes without a hangar bay or options for this presented in lore and/or the game – I'd lower the price slightly – not that it's needed, since most of those vessels have large cargo capacities, but this is up to you. I think 30 or 40 is a good price, less is cheap, more than 50 per silhouette is stupid.

Now, when it comes to price in credits – aside from the bureaucratic creek you have to wade through, bribes to made, licenses to be acquired and then in the end paying someone to make it happen, its is going to be an enormous pile of creds. For the more custom made and not so legal places of starship modification the price should vary a lot – and so should the consequences. This sort of modification made by a “pirate crew” should have potential consequences, as should the HP for Enc conversion guidelines above.

Anyway, price could be along side the notion above, about 1,000 credits per Enc removed/converted. At least. More for licensed operators.

Credits

Thanks to FFG forum users: **Groove74** (did good work on the YT-series), **Boehm** (for some nice ideas for attachments that inspired me a lot), **cetiken** (for some nice suggestions for melee weapon attachment), **Sturn** (for his work on the folding stock and providing ideas for particular models of weapons), **jedimerc** (for collaboration on some starship attachments and the other and related supplement that I'm working on), **Thebearisdriving** (for a real good idea for an armour attachment), **3WhiteFox3**, **AluminiumWolf**, **Donovan Morningfire**, **That Blasted Samophlange**, **LethalDose**, (for providing insightful commentary on suggestions).

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