The

STAR WARS

ROLEPLAYING GAME

QUICK REFERENCE GUIDE

Version 1:4

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Based on the
Second Edition • Revised and Expanded

Table of Contents

Glossary of Sources

2RE: Core Rulebook, 2nd Edition Rev/Exp	D20: WotC D20 Core Rulebook (adapted)	GH: Gamemaster Handbook	ND: No Disintegrations (Adventure)	SWG: Star Wars Galaxies (Adapted)
AE: Alien Encounters	DE: Dark Empire Sourcebook	GSR: Gamemaster Screen, Revised	OE: Operation: Elrood (Adventure)	Snov: Supernova (Adventure)
AIR: Alliance Intelligence Reports	DF: Dark Forces Computer Game (adapted)	Gor: Goroth, Slave of the Empire	P&P: Pirates and Privateers	SSR: Secrets of the Sisar Run
AJ_: Adventure Journal (#)	DKO: DarkStryder: Kathol Outback	H&S: Hideouts and Strongholds	PC: Star Wars Planets Collection	SS: Stock Ships
BSS: Black Sands of Socorro	DSt: DarkStryder Campaign Boxed Set	HSC: Han Solo and the Corporate Sector	PG: Planets of the Galaxy (#)	TaB: Truce at Bakura Sourcebook
CA_: Classic Adventures (#)	DSTC: Death Star Technical Companion	HtE: Heir to the Empire Sourcebook	PoM: Planet of the Mists (Adventure)	TJ: Tales of the Jedi Companion
CC: Classic Campaigns	FBS: Flashpoint! Brak Sector	IC: The Isis Coordinates (Adventure)	PSG: Platt's Smuggler's Guide	Tril: Star Wars Trilogy Sourcebook
CRF: Cracken's Rebel Field Guide	FOP: Far Orbit Project	Imp/IS: Imperial Sourcebook	RAS: Rebel Alliance Sourcebook	TT: Thrawn Trilogy Sourcebook
CRO: Cracken's Rebel Operatives	Gal: Galladinium's Fantastic Technology	JA: Jedi Academy Sourcebook	RoE: Rules of Engagement/Rebel Specforce	UAA: D20 Ultimate Alien Anthology (adapted)
CTD: Cracken's Threat Dossier	GD: Gundark's Fantastic Technology	LES: Lords of the Expanse Sector Guide	SEPG: Shadows of the Empire Planets Guide	WBC: Wanted by Cracken
Cyn: Cynabar's Fantastic Technology: Droids	GG_: Galaxy Guide (#)	MtL: Mission to Lianna	SoE: Shadows of the Empire Sourcebook	WH/WHSV: Wretched Hives of Scum&Villainy

The purpose of this document is to facilitate the game so as to be able to **compare several concepts** at once without having to find and open several web pages or, back in our time of playing, to crawl through the old West End Games books (many of which don't have tables of contents) to find the droids you were looking for. The major characteristics and story factors are included; for in-depth, detailed information, see the relevant sources (noted above). This guide will get you running the game, but for the deeper intricacies (and there are a lot in this game), you'd do well to hold the original books in your hands. The discussions of the rules are true to the text, though slightly editorialized. *[Other opinions and interpretations are in brackets and italics.]*

With WEG having gone under, and all of their publications being out of print, sites such as the Rancor Pit and D6 Holocron have compiled excellent collections of material available, as well as a large amount of player-created material. Nearly all the material within this guide is available on D6 Holocron's wiki and was compiled **directly from WEG's original material** with very few exceptions, such as the "un-modification" of single-appearance modified items and vessels. The handful of cases in which information does not come directly from a WEG D6 source are those with no equivalent found which I just felt were too cool to omit (e.g. the Stouker concussion rifle from Dark Forces) or significant canon movie/game material (like Zabraks, Kel Dor, and Gungans). This document does **not** incorporate the tremendous amount of video game and D20-adapted material not found in the D6 game which has been done by Rancor Pit, D6 Holocron users, and rpggamer.org.

This guide uses tables to present large amounts of data in a small space. As such, the **text can get small** (6 pt) in some places. Those with slightly lower visual acuity may do better to view the document electronically so as to be able to zoom in as opposed to printing it out (very handy on a tablet). Also, many of the high-resolution images (especially of the Alien Species) may not do very well with inkjet printers on standard paper, so you may save yourself some ink by skipping those pages or printing them out on photo paper. I printed mine at FedEx on 20-lb plain white paper and bound it; it looks and feels great.

My friends and I spent a lot of time playing this game at our houses, on vacations, and on Scout campouts while growing up. We'd like to think we played the game inside and out, but the truth is that in a game as deep and flexible as WEG's D6 Star Wars RPG was, one circle's experiences are just the tip of the iceberg of all the ways the game can be played and enjoyed. In fact, there were lots of rules and nuances I'd never even heard of until I put this guide together. As such, treat the author's opinions as they are – **opinions** – and use them to guide your circle's gaming fun.

Character Creation and Advancement

Character Creation

2RE:23-32

Step 1: Choose an alien species or a human (all attributes 2D-4D, Move 10/12). When considering what you want in a character, pay close attention to attribute min/maxes and special abilities, e.g. natural weapons (claws, teeth) and armor (scales, thick hide), skill bonuses, and special senses, like infrared vision or ability to read emotions. Note that some aliens appear inherently more powerful than others; story factors are often used as a temporizing measure to help the GM keep things a bit more "even."

Step 2: Assign attribute dice. Most species begin with 12D; see the Alien Species table for each species. The 2nd Edition: Revised and Expanded (2RE) core rulebook recommends characters begin with an additional 6D (total 18D for most species). *[Opinion: Some circles (mine included) don't use it, preferring the from-scratch approach of character building and starting as an "average Joe" as opposed to a hero.]*

When assigning attribute dice, consider the consequences of having low dice in certain attributes. Characters with low Strength and Dexterity may be liabilities in combat and have a high risk of getting hit and killed. Those with low Perception and Knowledge will have difficulties figuring out where to go, what to do, and will be prone to being conned or intimidated. Without Mechanical or Technical, a character will have to rely on others to get from place to place, be healed after combat, hack into computers and security systems, and repair damaged equipment. Remember, you're a team: consider the attributes and skills of the group's characters.

A good strategy is to focus on two attributes to be above-average, two to be average, and two to be below-average. This allows a character to start strong and round out over time, since lower attributes and skills cost fewer character points to improve. One can also "min-max" the character, placing 4D in favored attributes and 1D in others, though this may create too many weaknesses resulting in difficult adventures or untimely death.

You can split an attribute die into three "pips," or +1 bonuses; you can have 3 +1s or a +2 and +1. +3 does not exist; it causes the die code to increase to the next whole die (3D+2 +1 → 4D). You can split as many attribute dice as you like (e.g. 2D for 3 +2s).

If your character is Force sensitive, you can place attribute dice into the 3 Force skills (*Control*, *Sense*, and *Alter*). See the Force section (p. 22) for more information.

Step 3: Assign skill dice. The 2RE core rulebook grants starting characters 7D skill dice. *[Opinion: Your circle may decide to grant more skill dice; we give 10D since we choose not to give the +6D attribute dice.]* These dice must be placed 1D at a time (cannot be split into pips) with no more than 2D at creation in any one skill. Skills are on p. 4-5.

I recommend that all characters should put at least 1D into an offensive skill (*Blaster, Missile Weapons, Melee Combat, Brawling*) and into an evasion skill (*Dodge, Melee Parry, Brawling Parry*) since failure in combat can often mean rolling a new character.

Skills have a die code of the skill dice placed in it **plus** the attribute; for example, a player with 3D Dexterity who places 2D into *Blaster* has a *Blaster* skill of 5D.

A skill level of 4D is considered professional, 6D very good (e.g. top military units), 8D among best on a planet, 10D among best in a sector, and 12-14D among the best in the galaxy. For example, if a player wants his character to be the group's pilot, he should start with at least 4D or 5D in *Space Transports* (preferably more).

You can split one skill die into three +1D **Specializations**. See the skills tables for specific examples. This represents specific training in a particular type or modality of the skill, e.g. *Blaster: Blaster rifle*, *Space Transports: YT-1300*, or *Languages: Twi'lek*. These skills can be increased at **half the cost** of normal skills and do not require the base skill to specialize. The skills are separate once learned; one cannot roll *Space Transports: Ghtroc* to fly a YT-1300, and increasing the unspecialized *Blaster* skill by +1 does not likewise increase the *Blaster: Blaster pistol* skill. Good skills to specialize are the primary weapon skills, ship/vehicle operation and repair, and Perception/Knowledge skills.

Some skills are **Advanced Skills**; these require a certain amount (usually 5D) of prerequisite skills. These represent "professional" education such as doctors, engineers, etc. They **start at 1D** (**not** at the attribute or prereq) and advance at **double cost**. Examples include *(A) Medicine* (requires 5D *First Aid*) which enables surgery and Bacta tank operation, *(A) Blaster Engineering* (requires 5D *Blaster Repair*) to create custom blasters, and so forth. When rolling the prereq, a player may **add** the (A) skill to the roll; e.g. a character with 5D+1 *First Aid* and 2D *(A) Medicine* may roll 7D+1 for *First Aid*.

Step 4: Decide Force sensitivity. The 2RE core rulebook grants players the ability to choose Force sensitivity at time of creation for free, or one may spend 20 Character Points at any time in order to attain Force sensitivity. *[Opinion: our circle thought that was a bit too easy to obtain, so we use a "Force roll" of 3D at character creation; 14 is Force-sensitive with no Force skill dice, 15 has 1D and 1 power, 16 has 3D and 3 powers, 17 has 6D, 6 powers, and a lightsaber, and 18 has 9D, 9 powers, and a lightsaber.]* Again, this is entirely up to your circle to decide how to do it. See "The Force" (p. 23) for more explanations of Force skills and powers.

Step 5: Get equipped. There is no stated guideline in the 2RE core rulebook as to how to determine starting characters' money and equipment, so this again depends on how your circle wants to do it. *[Opinion: our circle gives new characters 2000 credits to buy equipment not rated 4 or X.]*

Step 6: Assign Force and Character Points. All characters start with 5 Character Points. Non-Force-sensitive characters get 1 Force point, Force-sensitive characters get 2.

Character Advancement

2RE:32-36, 83-86

Character Points (CPs): this is the game's version of XP. Some gamemasters may give players a CP or two in-mission for particularly good decision-making or role-playing. An average 2-hour adventure will result in 6-10 CPs; players who were more crucial to the mission may receive more, and shorter/simpler missions may yield fewer CPs. Note that attributes, skills, Force skills, and Move can only be increased by **+1 at a time.**

- **Increasing attributes:** it costs **10/D** CPs to increase attributes +1, e.g. 20 CPs to go from 2D → 2D+1, 30 CPs from 3D+2 → 4D, etc. All skills of that attribute likewise increase +1. Attributes can only go above the species maximum if the roll of the intended score is *less* than the maximum; e.g. a Human going from 4D to 4D+1 Strength would have to roll *lower* with 4D+1 than 4D. If the check fails, half the intended CPs spent are lost.

- **Increasing skills:** it costs **1/D** CPs to increase it +1, e.g. 1 CP from 1D+2 → 2D, 6 CPs from 6D+1 → 6D+2, etc. **Specialized** skills (e.g. *Blaster: Blaster rifle*) advance at **½x** cost rounded up, e.g. 1 CP for 2D+1 → 2D+2, 4 CPs for 7D → 7D+1. Newly learned skills start at +1 above the attribute; specializations start at +1 above the general skill. **Advanced** skills cost 2 CPs to learn, start at 1D (not the attribute), and advance at **2x** the usual cost.

- **Increasing Force skills** *(Control, Sense, and Alter)***:** these cost the same as regular skills (**1/D**) with a teacher and double (**2/D**) if there is no teacher. A character must have 3D in the relevant skill to teach another.

- **Learning Force powers:** New powers *cannot* be learned without a teacher. When increasing a Force skill, the character may learn a new power of that skill of the *teacher's choice*; if no skill is increased, they cost 5 CPs per skill. For example, learning Farseeing require increasing *Control* and *Sense* +1 each or costs 10 CPs.

- **Increasing move:** characters start at the base move; it costs the move value to increase it +1, e.g. 10 CPs for 10 → 11. Move *cannot* go beyond species maximums.

- **Adding +1D to rolls:** Players may spend 1 CP to receive an additional 1D to any attribute or skill roll at a maximum of 5 at a time. This is useful if facing mortal damage or needing a *Con* to succeed in order to advance. Note: this does not work for rolls that do not rely on an attribute or skill, e.g. blaster damage.

Force Points (FPs): this is the measure of how much "good" a character has done. Non-Force-sensitive characters are maxed at 5; Force-sensitives have no limit. The gamemaster may award a character an FP for a particularly heroic or compassionate deed, e.g. sparing an opponent's life or taking a blaster bolt for an ally. FPs can be used to **double a roll** for an attribute or skill, which again is useful at crucial parts of the mission. Only one FP can be used per round. Gamemasters should give characters who used an FP in a compassionate manner their FP back at the end of the mission, and should consider awarding an extra FP if it was particularly heroic.

Dark Side Points (DSPs): this is the measure of how "evil" a character is. Gamemasters should give DSPs when a character needlessly harms or kills another, e.g. a helpless opponent or an innocent bystander. Force-sensitive characters with DSPs receive a **+1D bonus to all Force skill rolls** per DSP; if they do not accept this bonus, increase the difficulty of Force powers by 1 level (or more). Each time a character (even a non-Force sensitive) **gets a DSP, roll 1D**: if the roll < their DSPs, they turn to the Dark Side. Once a character has gone over to the Dark Side, he no longer receives the bonus. *[Opinion: there is no specific guidance as to how to govern Dark Side characters; the gamemaster should require Willpower rolls to resist **story decisions** which would involve killing or personal gain, and like D&D, they shouldn't be able to pair with Light Siders.]*

Money: credits are king; characters can use it not only to buy equipment and ships, but for upgrades, hiring NPCs, and bribing officials and crime lords. An average mission should yield about 500 credits per person and/or some decent loot, e.g. a rare weapon or item. Players who were granted a ship at creation should probably owe that money to a bank or crime lord; they should pay them back as adventures unfold…or kill them.

Equipment: not every character was meant to have the Illumina and Paladin Shield. The 4,X items are meant to be very, very hard to find; characters *might* encounter one during their whole lives. These should require a very high *Streetwise* or *Business* roll to obtain or could be a rare drop a near-impossible mission. Black market goods should cost at least 2-3x the listed cost. If a character does have a very powerful item that "breaks" the game, the GM may add more difficult enemies or "complications" to keep it interesting.

Character Creation and Advancement

Dexterity Skills

Skill	Time	Specializations	Description
Acrobatics	1+ round	Styles, apparatus, terrain	Movement; may substitute for *Running* or *Climbing/Jumping* or reduce fall damage in gamemaster-approved situations
Archaic Guns	1 rd	Type/model	Ranged combat; e.g. flintlocks, muskets, black powder
Armor Weapons	1 rd	Type/model of weapon	Ranged combat; for weapons attached to armor, e.g. blasters, firearms, flamethrowers. Missile weapons are separate.
Blaster	1 rd	Type/model	Ranged combat; e.g. blaster pistol, blaster rifle, repeating blaster; not used for blaster artillery or vehicle blasters
Blaster Artillery	1 rd	Type/model	Ranged combat; e.g. surface-to-air, anti-infantry, anti-vehicle, or model
Bowcaster	1 rd	None	Ranged combat; only works for Wookiee Bowcaster and similar (not for other blasters or crossbows)
Bows	1 rd	Type/model	Ranged combat; e.g. longbow, Tunroth Klirun bow, crossbow (not bowcaster)
Brawling Parry	1 rd	Style, e.g. martial arts	Reaction; used to avoid brawling or melee attack while unarmed or using blaster; +10 to attacker's roll if armed
Dodge	1 rd	Type of attack	Reaction; used to avoid ranged attack, can use as sole action for rest of round ("full dodge")
Firearms	1 rd	Type/model	Ranged combat; e.g. pistols, rifles, machine guns, slugthrowers, anything with a simple physical projectile
Flight	1+ rd	None	Movement; used by characters/creatures with natural flight ability. Not for jetpacks or powered armor (Mechanical).
Grenade	1 rd	Type/model	Ranged combat; if miss, roll 1D and see grenade deviation chart in Rules; also covers throwing rocks/balls
Lightsaber	1 rd	None	Melee and reaction skill; if failure/miss by 10+, damage self. Can parry blaster bolts if *Lightsaber Combat* Force power is up.
Melee Combat	1 rd	Type/model	Melee attack; includes impromptu weapons but not natural claws/teeth
Melee Parry	1 rd	Weapon held or attacked	Used to avoid brawling or melee attack if defender is holding a melee weapon; +5 to use vs unarmed attacker
Missile Weapons	1 rd	Type/model	Ranged combat; for missile/grenade launchers, grappling hooks, net guns, snare guns
Pick Pocket	1 rd	None	**Opposed** vs Perception/*Search*; **Target bonus:** +10 if very small crowd or on guard, +5 if light crowd or few distractions **Operator bonus:** +10 if congested crowd or major distraction, +5 if crowded, dark, or minor distraction **Success:** 21+: won't notice, 16-20: notice after 1 min, 11-15: 3 rd, 6-10: 2 rd, 0-5: object snagged or still held **Fail:** 1-5: target notices and can react next round; 6+: target notices immediately
Running	1+ rd	Distance, terrain	Movement on foot; free action for moving ≤1 Move in VE/E/Mod terrain. See Movement table
Thrown Weapons	1 rd	Type/model	Ranged combat; e.g. throwing knives, sling, spear
Vehicle Blasters	1 rd	Type/model	Ranged combat; used to fire speeder- or walker-mounted blaster cannons or starship-mounted speeder-scale

Strength Skills

Skill	Time	Specializations	Description
Brawling	1 rd	Style or attack, e.g. tail, bite, claws, grappling	Hand-to-hand or gloves/gauntlets, or bite/claws, Very Easy base difficulty to hit or **opposed** *Brawling parry* **Grapple**: +10 to difficulty, if succeed: opposed Strength to escape, grappler adds +1 for each amount succeeded initially
Brawling: martial arts (Some circles may choose to have this be an **(A)** skill with 5D *Brawling* as pre-requisite)	1 rd	May add one technique listed for each full 1D beyond *Brawling* skill †= may be used as reaction skill	• **Blindfighting†**: V.diff, ignore penalties if in striking dist. • **Instant stun:** Mod, target stunned • **Disarm:** Mod, disarms character • **Instant wound:** Diff, target wounded (W → W2, W2 → Inc) • **Elbow smash:** VE, STR+1D • **Multiple strikes:** Mod, free additional attack (3D damage) • **Flip†:** Mod, target hurled to ground, 3D damage • **Nerve punch:** V.diff, limb unusable 3D rd, hit >15: uncon • **Flying kick:** Diff, STR+2D, fail: target gets extra attack • **Power Block†:** Mod + parry, if parried: STR+1D • **Foot sweep:** Mod, target prone for rest of round • **Reversal†:** Opposed vs grapple, freed and target is held • **Headbutt†:** Easy, STR+1D, can use if bound/held • **Silent Strike:** Diff, if unnoticed by target, uncon 2D min • **Hold/grapple:** Mod + opposed Str, opposed Str each rd • **Spinning kick:** Mod, STR+1D; fail: target gets extra attack • **Instant knockdown:** Mod, knocks prone; to stand = 1 action • **Shoulder throw:** Mod, hurls target to ground, 3D damage • **Instant stand:** Mod, "flip-up," free action • **Weapon-block†:** Opposed vs melee; parries attack
Climbing/Jumping	1+ rd	Climbing or jumping	**VE:** ladders/rope walkways; **Easy:** 1-3 m, **Mod:** moving target, **Diff:** swinging rope while under fire; **VD:** moving-moving
Lifting	1 rd	None	**VE:** 10 kg, **Easy:** 50 kg, **Mod:** 100 kg, **Diff:** 200 kg, **V.diff:** 50 kg, **Heroic:** 750 kg, **H+10:** 1000 kg, +1 for each 50 kg Lift **30 s-3 min:** ↑1 lvl; **3-10 min:** ↑2 lvl; **10-30 min:** ↑3 lvl; **30-60 min:** ↑4 lvl; if succeed >1 lvl, can do other actions
Stamina	Variable	None	For continued action or poison/MW resist; if fail, -1D until rest for as long as exertion was; can continue until 3 fails
Swimming	1+ rd	None	**VE:** calm water, **Easy:** minor obstacles or mod current, **Mod:** many obstacles or confined, **Diff:** rough storm or attackers, **V.diff:** dangerous storm or large waves, **Heroic:** tidal wave or hurricane **Failure:** start to drown, if 2D < rds drowning: death; -3D all non-Swimming actions, ↑1 lvl each round of drowning

Perception Skills

Skill	Time	Specializations	Description
Bargain‡	1min-1h	Type of merchandise or type of target (e.g. bribery)	**Seller wins: 21+:** 3x price, **16-20:** 2x price, **11-15:** 1.5x price, **6-10:** 1.25x price, **3-5:** 1.1x price, **0-2:** no change **Buyer wins: 21+:** 50% price, **16-20:** 65% price, **11-15:** 75% price, **6-10:** 85% price, **3-5:** 90% price, **0-2:** no change **Seller bonuses: +5** if problem customer, extravagant claim, failed *Value*, or vested interest, **+10** if collusion or small bribe **Buyer bonuses: +5** if good relationship, abundant supply, damaged item, successful *Value*, large bribe, **+10** if v. large bribe
Command	1 rd	Target, e.g. squadrons, stormtroopers, or type of battle/action	**VE:** every reason to obey, **Easy:** some reason to obey, **Mod:** no reason to disobey, **Diff:** skeptical, **V.diff:** high suspicion **Combined actions:** add 1 character/D, +1 bonus for each character (e.g. 3D = 3 chars, +1D bonus; 8D = 8 chars, +2D+2) One character (usually highest skill) rolls for the action; in combat can split bonus between hit and damage rolls
Con‡	1 rd - 3 min	Method, e.g. disguise, fast-talk	Lies, tricks, **deception**; resisted using opposed *Con*. Note: GM should not tell characters they're resisting a con **VE:** close friend/relative, **Easy:** naïve/gullible, **Mod:** not personally involved, **Diff:** customs/law officer, **V.diff:** in-the-know **Conner bonus: +5** if known/liked but target suspects, **+10** if no reason to distrust **Target bonus: +5** if suspicious/on guard, **+10** if con will cause them to do something illegal or dangerous
Forgery*	1 rd – days	Type of forgery, e.g. security codes, permits	Initial roll to set difficulty of any attempt to inspect as forgery. **Opposed** by *Forgery*, *Search*, or Perception to detect **Forger/inspector bonus: +3** for sample doc, **+5** if some experience, **+10** if high experience, **+3-15** if droid/comp assist
Gambling‡	1 rd	Game, e.g. sabacc	Opposed roll to play fair skill game, cheat, or detect cheating
Hide†	1 rd	Modality or object	To hide **objects**, not self (uses *Sneak*). **Opposed** by *Search*
Investigation	1+ rd	Locale, method, or field	Find/gather information about a **person**, e.g. activities, whereabouts, dealings. GM should give extra hints/clues.
Persuasion*	1+ rd	Form, e.g. flirt, debate	Used to persuade **without** deception, bribery, or intimidation; +5 to roll if it's reasonable, clearly true, or knows target well. +5 to diff/resist if it's unreasonable, not really true, or the target doesn't know persuader. **Opposed** by *Willpower*
Search*	1+ rd	Mode, e.g. tracking, scent, sound, or environ.	**VE:** knows exact location, **Easy:** knows approx. location, **Mod:** vague info, **Diff:** general search or very small object **V.diff:** doesn't know what to look for or very obscure/small, **Heroic:** can't see w/naked eye. **Opposed** by *Hide* or *Sneak*
Sneak†	1 rd	Environment	Used to move without being detected, hide oneself, or conceal traces. **Opposed** by *Search*

*= sometimes opposed, †= always opposed, ‡= opposed by same skill

Character Creation and Advancement

Knowledge Skills

Skill	Time	Specializations	Description
Alien Species	1+ rd	Particular species	Customs, societies, physical appearance, attitudes, philosophy, art, history, politics, special abilities, ID on sensors rolls
Bureaucracy	1 rd – days	Government or bureau, e.g. specific planet, Ships and Service (BoSS), etc.	Familiarity with **government**, customs, information, finding permits or government/military-issue equipment (e.g. F/R/X) **VE:** avail to all, **Easy:** avail to most, **Mod:** to qualified people, **Diff:** somewhat restricted, **V.diff:** requires clearance **Operator bonuses: +5** if well-funded or organized gov't, **+5-10:** well-known to and liked by organization **Diff modifiers: +5:** poorly-funded org, **+5-10:** unusual request, operator is opponent of gov't, **+15:** very unusual request
Business	1 rd-day	Field or organization	**Legitimate** businesses, information, and procedures; use *Streetwise* for criminal, *Bargain* for buying/selling
Cultures	1 rd-day	Planet or social group	Particular cultures, protocol/etiquette, mores, ethos; more in-depth than Alien Species, e.g. variations in humans
Intimidation	1+ rd	Interrogation, bullying	Used to persuade with threat of pain, interrogate, or torture; **opposed** with Willpower **Intimidator bonus: +5** if armed, **+10** if clearly more powerful, e.g. size, **+15** if subject completely at mercy **Target bonus: +5** if has advantage, **+10** if clearly more powerful, **+15** if cannot conceive of danger from intimidator
Languages	1 rd	Specific language	Can understand without specializing; can only speak with specialization or ↑diff 2 levels; **fluent** at 5D or Diff success x10 **VE:** dialect of Basic, **Easy:** common, related to Basic, **Mod:** common/unrelated, **Diff:** rare/unrelated, **V.diff+:** intricate/unknown **Speaker bonus: +10** very simple (Y/N), **+1-5:** simple; **Difficulty mod: +1-5** slightly complex, **+6-10:** complex, **+11-20:** intricate
Law Enforcement	1 rd	Planet or organization	Laws and law enforcement technique/procedures; GM can hint if bribery, resistance, or cooperation is advisable
Planetary Systems	1 rd	System or planet	Geography, weather, life-forms, trade, settlements, tech, general gov't info; deeper info requires specialization **VE:** e.g. Coruscant, Corellia, **Easy:** most know, **Mod:** heard of, **Diff:** obscure, **V.diff:** very obscure, **Heroic:** unexplored **Diff modifiers: +1-5:** common but needs investigation, **+6-10:** would require observation, **+11-20:** req investigation/obs
Scholar	1 rd-day	Field of study	Formal academic training not otherwise covered in Knowledge skills, e.g. physics, Jedi lore, galactic history, art
Streetwise	1 rd-day	Planet or organization	**Criminal** or underworld organizations, e.g. finding contacts, learning info, finding illegal transport, services, or R/X goods **VE:** easy to find, **Easy:** some discretion, **Mod:** high risk or regulated planet, **Diff:** unusual, **V.diff+:** in hiding, meeting boss **Bonuses: +5:** known or contacts on planet/org, **+10:** no law enf., char is underworld figure or reliable/trustworthy to org **Diff modifiers: +1-9:** no contacts/unfamiliar, **+5:** char is rival, **+10:** strict law enf./martial law, not trusted, never visited
Survival	1+ rd	Environment	Knowledge/act of finding shelter, food, water, etc.; **VE:** very familiar, **Mod:** slightly familiar, **V. diff:** completely unfamiliar
Tactics	1 rd-min	Type of unit/combat	Ability to determine course of action in battle, e.g. gamemaster hints for how best to succeed; no direct skill bonus
Value	1 rd	Market or type of goods	**VE:** common item, **Easy:** fairly common, **Mod:** uncommon or modified, **Diff:** risky services, **V.diff+:** not usually sold
Willpower	1 rd	Modality to resist	**Opposes** *Persuasion*, *Intimidation*, some stun damages; can re-roll failed Stamina check with Willpower at ↑1 diff lvl

Mechanical Skills

Skill	Time	Specializations	Description
Astrogation	1 min	Specific route	30 min total to plot route, 1 min for actual act of entry, double diff for entry in 1 round. If fail >10: no jump, re-roll **VE:** well-known, used before; **Easy:** common, **Mod:** uncommon, **Diff:** obstacle (e.g. black holes), **V.diff+:** many obstacles See Astrogation difficulty/mishap table for modifiers and failures by 1-9
Beast Riding	1+ rd	Type of animal	Control of animal, opposed vs. orneriness; **Fail 1-5:** stop 1 rd, **6-10:** stop 2 rd, **11-15:** runs away, may reroll with beast +5, **16-20:** bucks rider and runs away, **21+:** bucks, animal Str vs rider Dex, if hit, trample damage (Str vs Str); if miss, run away
Capital Ship Gunnery	1 rd	Weapon type	Ranged combat for capital-scale weapons, e.g. turbolaser, ion cannon, tractor beam, gravity well projector, torpedo launcher
Capital Ship Piloting	1+ rd	Type/model	Movement/reaction for capital-scale vessels, e.g. ISD, VSD, Mon Cal Cruiser
Capital Ship Shields	1 rd	None	May use as reaction skill; Easy: 1 fire arc, ↑1 diff lvl per other arc, divide total shield dice across any arcs activated
Communications	1 rd	Type of comm	Difficulty based on channel or info type: **VE:** public, **Easy:** private, **Mod:** sensitive, **Diff:** secure, **V.diff+:** secret/top-secret **Succeed by 0-3:** 1-2 garbled bits, **4-6:** ¼ of info, **7-10:** ½ of info, **11+** whole; **Fail by 1-5:** wrong message, **6+:** nothing noticed
Jet/Rocket Pack Operation	1 rd	None	Movement/reaction for jet packs (require atmosphere) or rocket pack (fuel only); **separate skills** for jet and rocket
Powersuit Operation	1 rd	Suit type	Movement/reaction for powered armor; may replace for *Running, Dodge, Lifting*, some attacks, and various actions in suit
Repulsorlift Operation	1+ rd	Type of vehicle	Movement/reaction for repulsor vehicles, e.g. landspeeder, airspeeder, speeder bike, skiff, sail barge, snowspeeder
Sensors	1+ rd	Type of sensor	Use of hand-held, mounted, and starship sensor arrays; see Space Travel/Movement section for starship sensor operation
Space Transports	1+ rd	Type/model	Movement/reaction for freighters, scout ships, passenger liners, heavy transports (starfighter or capital scale)
Starfighter Piloting	1+ rd	Type/model	Movement/reaction for starfighters, e.g. TIE fighter, TIE interceptor, X-wing, A-wing, etc.
Starship Gunnery	1 rd	Weapon type	Ranged combat for starfighter-scale weapons, e.g. laser cannon, ion cannon, tractor beam, missiles, torpedoes
Starship Shields	1 rd	None	May use as reaction skill; Easy: 1 fire arc, ↑1 diff lvl per other arc, divide total shield dice across any arcs activated

May have movement/reaction skills for archaic starships (solar sails), swoop operation, walker operation, ground vehicle operation (wheeled), hover vehicle operation, or any machine not explicitly listed
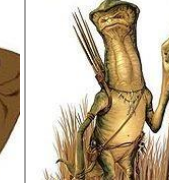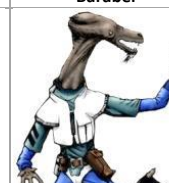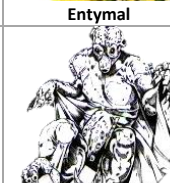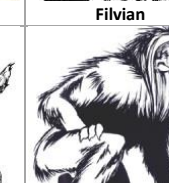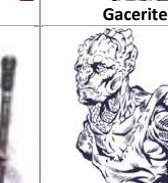
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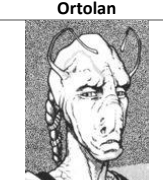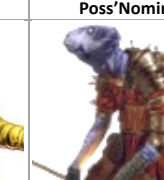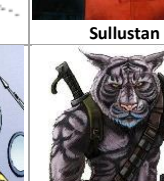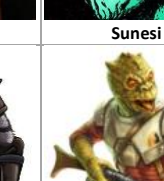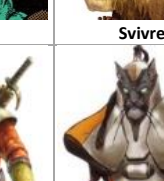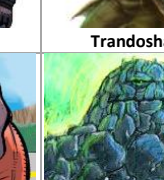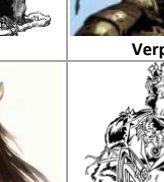
Skill	Time	Specializations	Description
Armor Repair	15+ min	Armor type	Used to repair damaged armor: **Wounded:** Easy, **Incapacitated:** Mod, **MW:** V.diff; and to affix new components
Blaster Repair	15+ min	Weapon type	Repair/modify character, speeder, and walker-scale blasters; failed rolls should result in mishaps at GM's discretion
Capital Ship Repair	15+ min	Ship type	Repair/modify all capital-scale vessels (includes capital-scale vessels which are piloted with *Space Transports* skill)
Computer Program/Repair	1+ rd	Computer type	**VE:** public, simple; **Easy:** public but not open, **Mod:** private, complex, **Diff:** secret, **V.diff+:** top secret
Demolitions	1+ rd	Target or explosive type	Separate roll for structure and effect of explosion; **VE:** plywood or rig at vehicle start, **Easy:** hardwood or contained explosion, e.g. hatch, **Mod:** steel, directional explosion, **Diff:** light armor or precise explosion; **V.diff:** heavy armor **Extra damage:** beat diff by 1-5: +1D, 6-10: +2D, 11-15: +3D, 16-20: +4D, 21-30: +5D, 31+: +6D
Droid Programming	15+ min	Type/model	**VE:** simple task; **Easy:** patrol, memory wipe; **Mod:** personal interactions, **Diff:** skills, **V.diff:** complex skills/against design **Programmer bonus: +5** if sapient/independent droid, e.g. protocol/astromech; **+5-10** if model familiar to programmer **Diff modifiers: +5** if low-intel model, unfamiliar task; **+10:** distantly-related task, **+15-30:** completely different type of task
Droid Repair	15+ min	Type/model	**Light dmg:** Easy, 15% cost; **heavy dmg:** Diff, 25%; **severe dmg:** V.diff, cost 35%; **nearly obliterated:** Heroic, cost 65%
First Aid	1 rd	Patient species	Ability to use medpacs and some medical equipment; see individual devices for specific effects
Lightsaber Repair	15+ min	None	Repair/modify lightsabers. Building takes V.diff roll and 1 month, may add 1 month to ↓diff 1 lvl (up to Easy/4 months)
(A)Medicine	1 min-hr	Discipline	Req. 5D *First Aid*, complex diagnosis/procedures; specializations include bacta tanks, surgery, cybernetics, medicines
Repulsorlift Repair	15+ min	Type/model	Repair/modify repulsor vehicles, e.g. landspeeder, airspeeder, speeder bike, skiff, sail barge, snowspeeder
Security	1+ rd	Target type	Locks, detection, alarms; **VE:** std lock, **Easy:** security lock, **Mod:** high-qual lock, **Diff:** e.g. bank vault, **V.diff+:** ultra-secure
Space Transports Repair	15+ min	Type/model	Repair/modify freighters, scout ships, passenger liners, heavy transports (starfighter-scale)
Starfighter Repair	15+ min	Type/model	Repair/modify starfighters, e.g. TIE fighter, TIE interceptor, X-wing, A-wing, etc.
Starship Weapon Repair	15+ min	Type/model	Repair/modify starfighter-scale weapons; capital-scale uses *Capital Ship Weapon Repair*
(A)____ Engineering	Hrs-days	Type/model	Requires 5D of relevant repair skill (e.g. Armor, Blaster, Space Trans); allows creation of devices/equipment/droids/ships

May have repair/engineering skills for melee weapons, missile weapons, archaic ships, capital ship weapons, ground vehicles, hover vehicles, swoops, walkers, buildings, facilities, security, or any machine not explicitly listed

Alien Races

Race (Home)	AD	Dexterity	Strength	Perception	Knowledge	Mechanical	Technical	Move	Size (m)	Special Abilities/Story Factors	Source
Abonshee (Abonshee)	12D	1D/3D	2D/4D+2	2D/4D	1D/3D+2	1D/3D	1D/3D	8/9	1.5-2.5	**Armor:** +1D physical, +2 energy; known as "Anointed People", primitive, use swords/axes	AE:23
Abyssin (Byss)	12D	1D+2/4D	2D/4D	1D/3D	1D/3D+2	1D/3D	1D/2D+2	8/12	1.7-2.1	*Survival: Desert:* 2-for-1, adv half-cost up to 6D; *Regeneration:* 2D, days → hours; violent	GG4:5
Adarians (Adari)	12D	1D+1/3D+1	1D+2/3D+2	1D/3D+2	2D/4D	2D/4D	2D/4D+1	10/12	1.5-2.0	**Hearing:** +2D *Search* for sound; **Long Call:** 2 rounds, 3D stun within 5 m Strict caste system; -1D to speak Basic	GG12:7
Adnerem (Adner)	12D	1D/3D	1D/3D	1D+2/4D+2	1D+2/4D+2	1D/3D	1D/3D	10/11	1.8-2.2	Tend to operate behind-the-scenes, not dealing directly in business.	AE:19
Advozsec (Riflor)	11D	1D/3D+1	1D/3D+2	2D/4D	2D/4D	1D/4D	1D/3D	9/11	1.3-1.9	Security-conscious, tend to criminal	GG12:10
Amanin (Maridun)	12D	2D/4D	2D/4D+1	1D/3D	1D/4D	1D/2D+2	1D/2D+1	8/11	2.0-3.0	**Roll:** +10 move, no other actions. **Redundant anatomy:** all dmg rec ↓ 1 lvl (must "kill" twice)	GG12:12
Aqualish (Ando)	12D	2D/4D	2D/4D+2	2D/4D	1D/3D	1D+2/3D+2	1D+2/3D	9/12	1.8-2	Belligerent, usually aquatic, tend to be thugs	GG4:13
Aramandi (Aram)	11D	2D/3D+2	2D/3D+2	2D/4D	1D/4D	1D/3D	1D/3D	6/10	1.0-1.5	**High-gravity:** +1D Dex/Str, +2 move on low/med-grav worlds, need breath mask *Climbing:* 2D-for-1D at creation	AE:24
Arcona (Cona)	12D	1D+1/3D	2D/4D	1D+2/3D	1D/3D	1D+1/3D+1	2D/4D	8/10	1.7-2.0	**Armor:** +1D physical; **Claws:** +1D brawling damage, climbing **Poor vision:** -1D for vision >15m, +1D other senses <15m; Salt addiction: 25 g/day or -1D to all	GG4:15
Askajians (Askaj)	12D	1D/3D	1D/2D	2D/5D	1D+2/4D	2D+1/4D	2D/5D	10/12	1.0-2.0	Water storage: need only 100 mL/day, Primitive, 6-breasted	AE:27
Balinaka (Garnib)	12D	1D+2/4D	3D/5D	2D/4D	1D/3D+1	1D+2/3D+2	1D/2D+2	12/15	2.5-4.0	**Claws:** +1D brawling damage, **Night vision,** Air/water breathing; giant bipedal polar bears	PG1:42
Barabels (Barab I)	12D	2D/4D	3D/5D	1D+1/4D+2	1D/2D+1	1D/3D	1D/2D+1	11/14	1.9-2.2	**Armor:** +2D physical, +1D energy; **Radiation resistance:** +2D; **Vision:** infrared	GG4:17
Baragwins (Baragwi)	11D+1	1D+1/3D+2	2D/4D	2D/3D+1	1D/2D+1	1D/3D+2	2D/3D	7/9	1.4-2.2	**Armor:** +1D physical; **Scent:** +1D Perception/*Search* for scent-related rolls **Weapon lore:** 1D at creation for any weapon repair	GG12:17
Bimms (Bimmisaari)	12D	1D+1/4D	1D/2D+2	1D+1/4D+2	1D/2D+2	1D/2D+1	1D/2D+1	11/14	1.0-1.5	Small, pacifistic, enjoy haggling/shopping	TT:140
Bith (Clak'dor VII)	12D	1D/3D	1D/2D	2D/5D	2D/6D	2D/5D	2D/5D	5/8	1.5-1.8	**Near-sighted:** +1D < 1 ft, -1D > 20 m, blind > 40 m; **Scent:** +1D to Pr/*Search* for within 3 m **Manual dexterity:** +1D fine motor skills, e.g. instruments (not *Blaster*)	GG4:22
Bitthaevrians (Guiteica)	12D	1D+2/4D	2D/4D+2	1D/4D+2	1D+2/4D+2	1D+2/3D+2	1D/3D+1	9/12	1.7-2.2	**Quills:** +1D+2 damage, **Fangs:** +2 damage, **Armor:** +2 physical, **Vision:** infrared Hold rest of galaxy in low opinion, rarely venture from homeworld	AE:30
Bothans (Bothawui)	12D	1D/4D	1D+2/3D+2	3D/5D	2D/4D	1D/4D	2D/4D+1	10/12	1.3-1.5	Tend to be diplomats, spies, saboteurs	AE:32
Bovorians (Bovo Yagen)	12D	2D/4D	2D/5D	2D/5D+1	2D/5D	1D/3D	1D/3D	9/12	1.8-2.3	**Claws:** +1D brawling damage, **Vision:** infrared, **Hearing:** up to 1 km	AE:34
Brubbs (Baros)	12D	2D/4D	3D/5D	2D/4D	1D/3D	2D/4D	1D/3D	7/10	1.5-1.6	**Armor:** +2D physical, **Camouflage:** +1D *Sneak* if yellow/green background	GG4:25
Carosites (Carosi)	12D	2D/4D	1D+2/4D	2D/4D+2	2D/4D+2	2D/4D	2D/4D	7/11	1.3-1.7	**First Aid:** start 5D, can't add at creation; **Protective:** +2D Strength to aid helpless	PG2:22
Chadra-Fan (Chad)	12D	2D/4D	1D/2D+1	2D/5D	1D/3D	2D+1/4D+1	2D/4D	5/7	0.8-1.2	**Vision:** infrared and UV; **Scent:** +2D to Perception/*Search* for scent-related rolls **Tinkerers:** must make *Willpower* roll upon encountering new droid/object or mess with it	GG4:27
Chevins (Vinsoth)	12D	1D+1/3D	2D/4D	2D+1/4D+1	1D/3D	1D/3D	1D/3D+2	9/11	1.7-3.0	Usually traders; mostly in illegal capacities	GG12:24
Chikarri (Plagen)	12D	2D/4D+2	2D/4D	2D/3D+2	2D/3D	1D+2/3D+2	2D/5D	9/11	1.3-1.5	Hoarders, love shiny objects, active/cheerful	AE:36
Coynites (Coyn)	13D	2D/5D	2D/5D+1	1D+1/4D	1D/3D	1D/4D	1D/3D	11/15	2.0-3.0	*Sneak* +1D, *Intimidation* +1D, **Claws:** +1D to *Brawling,* STR+1D+2 damage Must place 1D at creation into *Beast Riding: Tris*; rigid code of honor (see book)	PG3:48
Defel (Af'El)	12D	3D/4D+1	2D/4D	1D/3D	1D/3D	1D/3D	1D/3D	10/13	1.1-1.5	**Invisible:** +3D *Sneak*; **Ultraviolet:** cannot see visible spectrum, require sight visor, ↑diff 1 level to detect them. **Claws:** +2D brawling damage; may use Dexterity skill *Blind Fighting*	GG4:33
Devaronian (Devaron)	12D	2D/4D	2D/4D	2D/4D+2	2D/4D	1D/3D	1D/3D+2	8/10	1.7-1.9	**Wanderlust:** usually take first opportunity to leave the planet	GG4:35
Draedans (Sesid)	12D	2D/4D+1	2D/4D+1	1D/3D	1D/3D	1D/3D	1D/3D	10/12	1.3-1.7	**Claws:** +1D *Climbing,* +1D brawling damage; **Prehensile tail:** essentially extra hand **Amphibious:** difficult *Stamina* roll q15 min high heat/cold; must immerse 20h	GG12:30
Dralls (Drall)	12D	1D/3D	1D/3D	2D/4D	2D/4D+2	1D/3D	1D/3D	7/9	1.1-1.5	Adamantly truthful/honest, dutiful, enjoy burrowing	AE:39
Dresselians (Dressel)	12D	2D/4D	2D/4D	2D/4D+2	1D/3D+2	1D/3D	1D/3D	10/12	1.7-1.9	Occupied by Empire, guerrilla warriors	GG12:32
Duros (Duro)	12D	1D/4D	1D/3D	1D/3D	1D+2/2D+2	2D/4D+2	1D+2/4D	10/12	1.8-2.2	*2D-for-1D (up to 1D):* Astrogation, Sensors, any starship piloting/shield/gunnery (incl. spec)	GG4:39
Ebranites (Ebran)	12D	2D+1/4D+1	2D+1/4D+2	2D/4D	1D/3D	2D/3D+2	1D/2D+2	6/8	1.4-1.7	**Frenzy:** +1D *Brawling* and *Brawling parry,* Mod *Persuasion* or *Command* to un-frenzy **Vision:** see infrared; **6 arms;** **Skin:** +2 phys; **Rock affinity:** +2D *Sneak,* +1D+2 *Climbing* in rocks	GG12:34
Eklaad (Sirpar)	12D	1D/3D	3D/5D	2D/4D	1D/3D	1D/3D	1D/3D	8/10	1.0-1.5	**Armor:** +1D physical; timid, prefer to avoid fighting if possible, walk on four hooves	AE:40
Elomin (Elom)	12D	2D/4D	2D/4D	2D/4D	1D+2/3D+2	2D/4D	2D+1/4D	10/12	1.6-1.9	Predictable and organized, usually in business roles.	TT:142
Eloms (Elom)	11D	1D/3D+2	2D/4D	1D/3D+1	1D/3D+1	1D/3D	1D/2D+2	7/9	1.3-1.6	**Claws:** +1D *Climbing* (move 5), *Digging,* brawling damage; Water storage: *Stamina* roll = days **Vision:** +2D *Search* in dark, 2D-4D stun in bright; skills Cave Navigation (Per), *Digging* (Str)	GG12:36
Entymal (Endex)	12D	2D/4D	2D/4D	2D/4D	1D/2D	1D/3D	1D/3D	10/14	1.2-2.0	**Armor:** +2 physical; **Gliding:** can glide 60-100 m, **2D-for-1D** *Astrogation* and piloting	AE:42
Ewoks (Endor)	12D	1D+2/4D+2	1D/3D	2D/4D	1D/3D	1D+2/3D+2	1D/2D+2	7/9	0.8-1.3	**2D-for-1D** *Hide, Search, Sneak;* **Smell:** +1D for searching by scent Primitive: cannot use vehicle/starship skills	2RE:213
Farghul (Farrfin)	12D	2D/5D	2D/4D	2D/4D	2D/4D	1D/3D+2	1D/3D+1	10/12	1.7-2.0	**Teeth:** +2D damage, **Claws:** +1D damage, **Prehensile tail:** can use at -1D+1 Dex *Acrobatics:* +2D, *Con:* +2D; feline, bipedal	TT:143
Filvians (Filve)	10D	1D/3D	1D+2/4D	1D/3D	2D/4D	1D+1/4D+2	2D/5D+1	8/10	1.2-1.9	**Technical:** 2-for-1D Tech skills at creation; *Stamina/Survival: desert* +2D, adv half-cost to 8D Curiosity: must make Moderate *Willpower* check at -1D or examine any new device	TT:144
Frozians (Froz)	12D	2D/4D	2D+1/4D+2	1D/2D+1	2D/4D	1D/3D+2	1D/3D+1	10/15	2.0-3.0	Giant mustaches, usually very pessimistic and depressed, often in administrative roles	AE:50
Gacerites (Gacerian)	12D	1D/3D+2	1D/2D+2	2D/4D+2	2D/4D	1D/3D+2	1D/4D	7/9	1.8-2.5	**Skill bonus:** +1D *Alien Species, Bureaucracy, Cultures, Languages,* and *Scholar: Music;* AE:52	PG2:50
Gamorreans (Gamorr)	11D	2D/4D	3D/5D	2D/3D	1D/3D	1D/1D+2	1D/1D+2	7/10	1.3-1.6	**2D-for-1D** *Melee Combat, Brawling, Thrown Weapons* at creation **Stamina:** may repeat failed checks x1; cannot speak Basic	2RE:213
Gand (Gand)	12D	1D/4D	2D/4D	2D/4D	1D/4D	1D/4D	2D/4D	10/12	1.6-1.9	**Armor:** +2 physical, +1 brawling damage; **Vision:** UV, protective shielding, +2D in fog **Martial arts:** Piercing touch: v.diff, STR+2D, defies armor; Striking Mist: diff, can't parry **Findsman ritual:** 3 hours, +2D *Search: tracking, Regen:* Stamina, diff 10/15/20 to heal that %	AE:56
Gazaran (Veron)	12D	1D/4D	2D/4D	2D/4D	1D/4D	1D/4D	1D/3D+2	8/10	1.2-1.5	*Gliding:* Strength skill, 15 m/round; temperature: -1D all for each 5° less than 35°C Superstition: should have intense fear of something (ships, colors, cold, dark, etc), see AE:59	PG1:78
Geelan (Needan)	12D	2D+2/4D+2	1D+2/3D+2	2D/4D+2	1D/3D	2D/4D	2D/4D	10/12	0.7-1.5	**Claws:** +1D damage, hoarders, will only part with objects if life is in danger	AE:60
Gerbs (Yavin XIII)	12D	2D+1/4D	2D+1/3D+2	2D+1/4D	1D/3D+1	1D/3D	1D/2D+2	8/12	1.0-1.5	**Kick:** +1D damage, *Search:* +1D; basically giant rabbits	AE:61
Gigorans (Gigor)	12D	2D/4D	4D/6D	3D/4D+2	1D/3D	1D/3D	1D/3D	12/14	2.0-2.5	**Bashing:** +1D damage; appear similar to Wookiees, very family/group-oriented	AE:64
Givin (Yag'Dhul)	12D	1D/3D	1D+1/3D	1D/3D	2D/4D	2D+2/4D+2	3D/5D	8/10	1.7-2.0	**Math:** +2D *Mathematics, Astrogation;* **Vacuum suit:** +2D stamina in space, harsh cond.	GG4:44
Gorothites (Goroth)	12D	1D+2/5D	1D/2D+2	2D/4D	2D/4D+2	2D/4D	1D/3D	10/13	2.0-2.5	*Bargain, Search:* 2-for-1 at creation, *Search:* +1D; defensive of children, enslaved by Empire	AE:65
Gotal (Antar IV)	12D	1D+2/4D+2	2D/4D+1	1D/3D	1D/3D	2D/4D	1D/2D	10/15	1.8-2.1	*Search:* +3D open, +1D crowded, -1D if rads; **Initiative:** +1D; **Droids:** -1D Per if <3 m away **Mood detect:** mod Per: fail 6+/2-5/1: -3/2/1D, succ 0-7/8-14/15+: +1/2/3D to opposed Per rolls	GG4:46
Gran (Kinyen)	12D	1D/4D	1D/4D	2D/4D	1D/3D	1D/3D+1	1D/3D	11/15	1.1-1.8	**Vision:** infrared, +1D Perception/*Search* to see sudden moves	GG12:39
Gungans (Naboo)	12D	1D+1/4D	2D/4D+2	1D/3D	1D+1/4D	1D+1/4D	1D/3D+2	10/12	1.7-2.1	**Swimming:** +1D, **Hearing:** +2 Per for hearing checks	UAA:69
Herglics (Giju)	12D	1D/3D	3D/5D	1D+2/3D+2	2D/4D	1D/4D	1D/4D+1	6/8	1.7-1.9	**Armor:** +1D physical; **Oblivious:** others have +1D to opposed Perception rolls against Herglics **Gambling frenzy:** must make Moderate *Willpower* check or get sucked into a game	TT:145
Ho'Din (Moltok)	12D	2D/4D	2D+2/4D+2	2D/4D+2	2D/4D	1D/3D	1D+1/3D+1	10/13	2.5-3.0	*Ecology: Moltok,* must place 1D; *(A)* **Ho'Din Herbal Med:** req. 5D First Aid	GG4:49
Horansi (Mutanda)	12D	1D/4D+2	1D/4D+1	3D/5D	1D/3D	1D/3D	1D/3D	11/14	1.5-2.0	*Sneak:* 2D-for-1D (up to 2D), **Night vision,** basically Big Cats (tiger/panther/lion), see AE:70	PG1:65
Houk (Lijuter)	12D	2D/4D	2D+1/5D+2	1D/3D+1	1D/3D	1D/3D	1D/3D	8/10	2.0-2.6	Belligerent: violence tends to be only means of settling arguments.	GG12:41
Iotrans (Iotra)	12D	2D/4D	2D/4D+1	1D+2/4D	1D/3D	1D+1/3D+2	2D/4D	10/12	1.5-2.0	Nearly all military-trained, found as bounty hunters, mercenaries, or hired muscle	GG12:43
Ishi Tib (Tibrin)	12D	1D+1/3D+1	2D/4D	1D+2/4D	2D/4D	1D/3D	2D/4D+2	9/11	1.7-1.9	**2D-for-1D** *Bureaucracy, Business, Law Enforcement, Tactics, Scholar* at creation **Beak:** +2D brawling damage; **Immersion:** 1D damage/hr > 30 out of H₂O	GG4:54
Issori (Issor)	12D	2D/4D	2D/4D	2D+2/4D+1	2D/5D	2D/4D	1D/3D	10/12	1.7-2.2	**Swimming:** +2 move, +1D *Dodge* underwater	AE:72
Ithorians (Ithor)	12D	1D/3D	2D/4D	1D+1/4D	2D+2/5D	1D/2D	1D/2D+1	8/10	1.8-2.3	Tend to specialize in agriculture, ecology; generally pacifist	2RE:214
Jenet (Garban)	12D	2D/4D	1D/3D	2D/4D	1D+2/4D	1D/3D+2	1D/3D+1	12/15	1.4-1.6	**Memory:** +1D to all improved Knowledge skills and *Astrogation;* **Hearing:** +1D Per for sound *Swimming, Climbing:* half CP cost to advance; Tactless, value reputation highly	GG4:58
Jiivahar (Carest I)	12D	2D/4D+2	2D/4D	1D/3D	2D/4D	1D/3D+1	1D/3D	10/12	1.5-1.9	*Climbing:* +1D, +2 move; **Delicate:** -2 damage resist; **Grip:** +1D (make sticky substance)	AE:75
Karran (Karra)	12D	2D/5D	2D/4D	2D/4D	1D/4D	0D/3D	0D/2D	5/10	2.0-2.5	**Tech ignorance:** -1D for anything beyond stone age; altruistic	AE:82
Kel Dor (Dorin)	12D	1D+1/4D	1D/3D+2	1D+2/4D+2	1D/4D	1D/4D	1D/4D	10/12	1.4-2.0	**Vision:** can see twice as far in low light; **Atmosphere:** require breath masks and goggles; after 5 rds w/o: blind, mod Strength check (+3 diff each rd); fail: uncon, 1 dmg lvl/rd	UAA:82
Kentra (Orellon II)	12D	3D/5D	3D/5D	2D/4D	1D/3D	1D/2D	1D/3D	8/10	1.8-2.4	**Flight:** Dex skill, move 12/16; *Survival:* +1D in jungle, plains	AE:83
Kerestians (Kerest)	12D	2D/4D	2D/4D	2D/4D+2	2D/4D	1D/3D+1	1D/2D+2	8/10	1.8-2.5	*(A)***Darkstick:** needs 4D Thrown Weapons, starts at Dex att. Darkstick is 4D+2 energy dmg, range 5-10/30/50; if roll exceeds diff by 5, catch on return; advance skill as normal (not 2x)	GG12:45
Ketton (Ket)	12D	1D/4D	1D+2/4D+2	1D/3D	2D/4D	1D/3D	1D/3D	13/17	1.3-1.7	**Armor:** +1D phys, +1 energy; **Fangs:** +2 damage (not 2D)	AIR:83
Khil (Belnar)	12D	1D/4D	1D/3D	1D/4D	2D/4D	2D/4D	1D+1/4D	8/10	1.2-2.0	Quietly arrogant, strong mood swings, often in leadership roles	GG12:47
Kian'thar (Shaum Hii)	12D	1D/3D	2D/4D	2D/4D+1	1D/4D	1D/3D	1D/4D+1	9/12	1.8-2.1	*(A)***Emotion Sense:** starts 2D, cannot > 6D, difficulty = Easy + 3 × dist(m) + opp Perception/4	GG12:49
Kitonak (Kirdo III)	12D	1D/3D	2D+1/4D	2D/4D	1D+2/3D+2	1D/3D	1D/3D	4/8	1.0-1.5	**Armor:** +3D physical; **Patience:** +3D *Willpower* to resist being rushed	GG4:61
Klatooinians (Klatooine)	12D	2D/4D+1	2D/4D	1D/3D+2	1D/3D	1D/3D	2D/4D	10/12	1.6-2.0	Tend to serve Hutts, generally criminal henchmen or Rebels	GG12:50
Kriek (Kriekaal)	12D	2D/3D+1	2D/5D	2D/5D	2D/4D	1D/3D	1D/2D+2	6/8	1.2-1.5	**Armor:** +2D phys/energy; **Vision:** infrared; require breath mask, unable to speak Basic **Vibration sense:** <60 m, Perception roll, made more difficult by number of vibr. in area	AE:85

Alien Races

Abonshee (Anointed One)	Abyssin	Adarian	Adnerem	Advosze	Amanin	Aqualish	Aramandi
Arcona	Askajian	Balinak	Barabel	Baragwin	Bimm	Bith	Bitthaevrian
Bothan	Bovorian	Brubb	Carosite	Chadra-Fan	Chevin	Chikarri	Coynite
Defel	Devaronian	Draedan	Drall	Dressellian	Duros	Ebranite	Eklaad
Elom	Elomin	Entymal	Ewok	Farghul	Filvian	Frozian	Gacerite
Gamorrean	Gand	Gazaran	Geelan	Gerb	Gigoran	Givin	Gorothite
Gotal	Gran	Gungan	Herglic	Ho'Din	Horansi (Kasa)	Houk	Iotran
Ishi Tib	Issori	Ithorian	Jenet	Jiivahar	Karran	Kel Dor	Kentra
Kerestian	Ketton	Khil	Kian'thar	Kitonak	Klatooinian	Kriek	Krytollak

Alien Races

Kubaz	Lafrarian	Lasat	Lurrian	M'Shinn	Marasan	Meri	Miraluka
Mon Calamari	Multopos	Najib	Nalroni	Nikto	Nimbanel	Noehon	Odenji
Orfite	Ortolan	Pacithhip	Pho Ph'eahian	Poss'Nomin	Quarren	Quockran	Ranth
Rellarin	Riileb	Rishii	Rodian	Sarkan	Saurton	Sekct	Selonian
Shashay	Shatra	Shi'ido	Shistavenen	Skrilling	Sludir	Sluissi	Snivvian
Squib	Srorrs'tok	Ssi-ruu	Ssither	Sullustan	Sunesi	Svivreni	Tarong
Tarro	Tasari	Teltior	Tiss'shar	Togorian	Trandoshan	Triani	Trunsk
Tunroth	Twi'lek	Tynnan	Ubese	Ukian	Vaathkree	Vernol	Verpine
Viska	Vodran	Vratix	Weequay	Whiphid	Wookiee	Zabrak	Zehethbra

Not all data on each species is listed here. For full background and story factors on any species, see its relevant source.

Alien Races

Race (Home)	AD	Dexterity	Strength	Perception	Knowledge	Mechanical	Technical	Move	Size (m)	Special Abilities/Story Factors	Source
Krish (Sanza)	12D	2D/4D	2D/3D+2	1D/3D	1D+2/3D	2D/4D	2D/3D+2	8/12	1.5-2.0	Unreliable, not detail-oriented, good at solving puzzles	AE:88
Krytollaks (Thandruss)	12D	1D/3D+2	1D/4D	2D/4D	1D/4D	1D/4D	2D/3D+2	9/11	1.8-2.8	**Armor:** +1D/2 physical, +2 energy; insectoid, tend to be secretive	GG12:53
Kubaz (Kubindi)	12D	1D+2/3D+2	1D/3D	2D+2/4D+2	1D/4D	1D/3D+2	2D/4D	8/10	1.3-1.7	Generally spies, criminal employees	GG4:63
Lafrarians (Lafra)	12D	1D/4D	1D/3D+1	1D/5D	2D/4D	1D/4D	2D/5D	9/12	1.4-2.0	**Vision:** +2D *Search*/Perception, long-range diff Moderate; flightless birds. Often pilots	AE:89
Lasat (Lasan)	12D	2D/4D+1	2D+2/4D	2D/4D	1D+2/3D+2	1D/3D	1D/3D	10/12	1.2-2.0	Mistaken for Wookiees, tribal, nomadic, self-centered and sneaky	AE:89
Lurrians (Lur)	12D	1D+2/4D	1D/2D+2	1D/3D	2D/4D+2	2D/4D	2D/4D	6/8	0.6-1.1	Knowledge: *Genetics* 2D-for-1D, Tech: *(A) Genetic Engineering*, requires 6D *Genetics* Otherwise technologically ignorant: -2D for machinery, vehicles, computers, blaster, droids	AE:90
M'shinni (Genassa)	12D	1D/2D+1	1D/2D+1	2D/4D	2D/4D+2	2D/4D	2D/4D	8/11	1.5-2.2	**+3D skill dice at creation** to use for *Agriculture, Business, Ecology, Languages, Value, Weather, Bargain, Persuasion, First Aid*; **Natural healing:** ½ time if plant cover intact	GG12:55
Marasans (Marasa)	12D	1D/2D	1D+2/4D	1D/2D	2D/5D	2D/4D+1	2D/4D+2	6/8	1.4-2.3	**Cyborg:** +1D *Astrogation*; may use 2 Kno/Tech skills same rd; +1D to stun/ion dmg received	GG12:57
Meris (Merisee)	12D	3D+2/6D	2D/4D	1D/4D	1D/4D	1D/4D	2D/4D	10/12	1.5-2.2	*Sneak* +2D, **Skill bonus:** +2D creation, adv ½ cost to one of *Agriculture, First Aid, (A) Medicine*	PG3:68
Miraluka (Alpheridies)	12D	2D/4D	2D/4D	1D/5D	2D/4D	1D/4D	2D/4D	10/12	1.6-1.8	**Force sight:** all Force-sensitive, perceive vision through Force (includes seeing inorganics)	TJ:101
Mon Calamari (Calamari)	12D	1D/3D+1	1D/3D	2D/4D	2D/4D	1D+1/3D+1	1D+1/4D	9/12	1.3-1.8	**Moist environments:** +1D to Dex/Str/Per; dry environments: -1D to Dex/Str/Per	2RE:214
Multopos (Baralou)	12D	2D/4D+1	1D/4D	2D/4D	1D/4D	0D/3D	0D/1D+2	7/9	1.6-2.0	**Webbed hands:** -1D for human-designed objects; *Swimming* +1D, can breathe air/water; **Dehydration:** 1D damage/day if fails Mod *Stamina* check for each day out of water	AE:97
Najib (Najiba)	12D	1D+1/3D+2	3D/4D+2	1D/3D	1D/3D	2D+1/4D+1	2D+2/4D+2	8/10	1.0-1.5	Love cantinas, generally compelled to enter and stay	AE:99
Nalroni (Celanon)	12D	1D/3D+2	1D+2/4D	2D/4D	1D+2/4D+2	2D/4D	1D/3D+2	9/12	1.5-1.8	Generally merchants, tend to use spears, basically look like Pharaoh hounds, see AE:100	PG1:31
Nikto (Kintan)	12D	2D/4D+2	2D/4D+1	1D/3D+2	2D/3D	1D/3D	1D/3D	10/12	1.6-1.9	**Vision:** eyes protected from sand and water, **Claws:** +1D *Climbing*, +1D brawling damage	GG12:60
Nimbanese (Nimban)	12D	2D/4D	2D/4D	2D/4D+1	2D/4D+1	1D/3D+2	2D/4D	10/12	1.5-1.9	**Skill bonus:** +2D+1 at creation for either *Business* or *Bureaucracy*	GG12:63
Noehons (Noe'ha'on)	12D	2D/4D+2	2D/4D	1D+2/4D	1D/3D	2D/4D	1D/3D+2	9/11	1.0-1.3	**Multiple actions:** extra action w/arms without penalty; insects, passion for order/discipline	GG12:67
Odenji (Issor)	12D	2D+1/4D+1	1D+2/3D+2	2D+2/4D+2	2D/5D	1D/4D	1D/3D	10/12	1.5-1.8	**Aquatic:** can breathe air/water, +3 Move and +1D+2 *Dodge* underwater	AE:111
Orfites (Kidron)	12D	1D/3D	1D/2D+1	1D/3D	2D/5D+1	2D/4D	1D/3D	11/14	1.0-2.0	**Melancholy:** sad/apathetic, if bad outcome, must make Mod *Willpower* or -1D all for 1 day; **Scent:** +2D to *Search*/Per rolls for scent, -2D to *Search*/Per/attack >5 m if scent disabled; Used to light gravity: -1D Dex/Str and -2 Move on med/high-grav worlds if no power harness	PG3:57
Ortolans (Orto)	12D	1D/3D	2D+2/5D	2D+1/4D+1	2D/4D+2	2D/4D	1D/3D+2	5/7	1.3-1.7	**Food:** +2D *Search* foraging, +1D resist vs poison, opponents get +2D *Persuasion* with food	GG4:69
Pacithhip (Shimia)	12D	1D/3D	3D/6D+1	1D/4D+2	2D/4D+2	1D/3D+2	2D/4D	5/8	1.3-1.7	**Armor:** +1D physical, **Tusks:** +1D damage; humanoid, elephant-like, low-tech	AE:115
Pho Ph'eahians (Pho Ph'eah)	12D	2D/4D	2D/4D	1D+2/4D+1	2D/4D	2D/4D	2D/4D	9/12	1.3-2.0	**Multiple actions:** extra action with arms without penalty; Bright blue fur, strong sense of humor/revelry	AE:116
Poss'Nomin (Illarreen)	12D	1D/4D	1D+1/4D	2D/4D	1D/3D+2	1D/3D+1	1D/3D+1	10/12	1.7-2.1	**Vision:** +1D *Search*/Perception if vision-based; 3 eyes, wide vision arc; eager to explore	AE:117
Quarren (Calamari)	12D	1D+2/4D+2	1D/4D+1	1D/3D	1D/3D	2D/4D+2	1D+2/5D	9/12	1.4-1.9	**Aquatic:** 2-for-1 *Survival: aquatic* at creation; breathe air/water, swimming move 10/13	AE:122
Quockrans (Quockra IV)	12D	2D/3D	1D/3D	3D/4D+2	2D/4D+2	1D/3D	3D/6D+1	10/12	1.4-1.7	**Damage resist:** 7D due to no internal organs; xenophobic, dislike alien affairs; big black slugs	AE:123
Ranth (Caaraz)	12D	2D/4D	2D/4D	1D+2/4D	1D/3D+2	1D/3D+1	1D/3D	11/14	1.4-1.9	**Hearing:** +1D *Perception*/*Search*; feline, generally eschew technology	GG12:70
Rellarins (Rellnas Min)	12D	2D/4D	2D/4D	2D/4D	2D/4D	1D/4D	1D/2D+2	8/12	1.7-2.3	Reverent of nature, strong work ethic, ritualistic, often Force-sensitive	GG12:72
Riileb (Riileb)	12D	1D+2/4D	1D/3D	2D+2/4D+1	2D/4D	1D/4D	1D/3D	10/12	2.0-2.8	**Biorhythm detection:** Mod Perception for +1D *Bargain, Command, Con, Gambling, Persuasion, Sneak, Intimidation, Willpower, Beast Riding* vs. target for rest of encounter; bipedal insectoid	AE:127
Rishii (Rishi)	11D	2D/4D	1D/3D+2	2D/4D	1D/3D	1D/3D	1D/3D	7/9	1.4-1.8	**Flight:** Dex skill, move 13/18; all have a sling: *Thrown Weapons*, STR+1D, 3-5/10/15; **Search** +1D for sight, **Languages:** +2D bonus, only need 5 V.diff checks to learn new language; **Very low-tech:** no starting Kno/Mech/Tech except *Languages, Survival, Beast Riding, First Aid*	TT:147
Rodians (Rodia)	12D	1D+2/4D+2	1D/3D+1	1D/3D	1D/3D	1D/3D	1D/3D	10/12	1.5-1.7	Notorious for being tenacious and eager to kill for money	2RE:215
Sarkans (Sarka)	12D	1D/3D+2	3D/6D+1	2D/4D+1	2D/4D	1D/3D	2D/4D	4/7	1.9-2.2	**Tail:** +3D damage; **Vision:** no night penalty, **Cold-blooded:** -3D all if cold, can freeze in 20 mins; **Protocol:** rigid social castes, require elaborate greeting/parting measures; bi-pedal reptiles	TT:148
Saurton (Essowyn)	12D	1D+2/4D	1D+2/4D	2D/4D	2D/4D	2D/4D	1D/4D	6/10	1.7-1.9	**Disease resistance:** double *Stamina* roll; warlike, aggressive, warm-blooded reptiles. See AE:131	PG1:36
Sekct (Marca)	12D	2D/5D	2D/5D	1D/4D	2D/4D	0D/3D	0D/2D	10/12	0.8-1.2	Bipedal lizards, strict code of honor, can't have skills involving writing/technology at creation	AE:132
Selonians (Selonia)	12D	1D/3D+2	2D+1/5D	1D/2D+1	1D/3D	2D/4D	1D/4D	10/12	1.8-2.2	**Tail:** +2D damage, +1D *Swimming*, +1D+2 *Dodge* in H2O; **Claws:** +1D damage, +1D *Climbing*; **Agoraphobia:** -1D all rolls when in open spaces; move 13/16 swimming, 12/14 on all 4s	AE:133
Shashay (Crystal Nest)	12D	2D/4D	1D/2D	1D/3D	2D/4D	2D+2/5D	1D/3D	5/8	1.3-1.6	**Talons:** +2D dmg, **Beak:** +1D dmg, *Astrogation:* +2D, **Gliding:** horiz = 2x fall dist; singing birds	AE:136
Shatras (Trascor)	12D	2D/4D	1D+2/4D+1	1D/3D+2	1D/3D	2D/4D	1D/2D+2	9/12	1.7-1.9	**Fangs:** +1D, **Vision:** infrared, 360° neck flex; **+2D vs *Sneak***, +1D Perception for relevant rolls	AIR:63
Shi'ido (Lao-mon)	12D	2D/3D+2	3D/4D+1	2D/4D	2D/4D	2D/3D+1	3D/4D+2	8/12	1.3-2.1	Perception skill *Mind-Disguise:* conceal appearance, resist with Perception or Sense; Str skill *(A) Shape-shifting:* Mod for form, Diff/V.diff for size; reputation of thieves/spies	AE:139
Shistavanens (Uvena)	12D	1D/5D	1D/4D	1D/5D	2D/4D	1D/4D	1D/4D	10/13	1.3-1.9	**Vision:** no penalty to darkness; aka Shistavenen Wolfmen, generally feared as hunters	AE:141
Skrillings (Agriworld 2079)	12D	1D+1/3D+2	2D/4D	2D/4D	1D/3D	2D/4D	1D/3D+1	8/10	1.0-1.9	*Bargain, Persuasion:* +1D to all rolls; **Acid spit:** 2D stun; **Vice-grip:** +1D *Lifting*/Str for grip	GG12:75
Sludir (Sluudren)	13D	2D/4D+2	3D/5D	2D/4D	2D/4D	2D/3D+2	1D/3D	8/10	1.5-2.0	**Armor:** +1D physical; Centauroid, generally combat-driven	GG12:77
Sluissi (Sluis Van)	13D	1D/2D	1D+2/3D+2	1D+1/3D+2	2D/4D	2D/4D	2D/5D	8/10	1.5-1.8	**Technical:** extra 4D skills at creation; Tech skills take 2x as long, very difficult to rush	TT:149
Snivvians (Cadomai)	12D	1D/3D	2D/4D	2D+1/4D+2	2D/4D	2D/4D	1D/4D	10/12	1.2-1.8	**Armor:** +1D physical, can handle -30° to +45°, History: usually have *Art* or similar skills	GG12:80
Squibs (Skor II)	12D	2D+2/4D+2	1D/3D	2D/4D	2D/4D	2D/4D	2D/4D	8/10	0.8-1.3	Obsessed with haggling/bargaining, usually for junk	GG4:83
Srrors'tok (Jankok)	12D	2D/4D	2D/4D+2	2D/4D	2D/4D	2D/4D	2D/3D+2	10/13	1.4-1.7	**Fangs:** +1D dmg; unable to speak Basic, use complex sign language; honor-bound, feline	AE:144
Ssi-ruuk (Lhwekk)	12D	2D/5D	3D/5D	1D/3D+1	1D+1/4D	1D/3D+2	1D+2/3D+2	11/14	1.9-2.2	**Armor:** +2D physical, +1D energy; **Claws** +2D, **tail** +1D; **Vision:** -1D >50m; **Smell:** +1D <20 m; **Interrogation:** can tell lying by scent, mod *Alien Species* roll to ↑ *Willpower* by 1 diff lvl	TaB:83
Ssither (Jatee)	12D	2D/4D	3D/5D	2D+1/4D+1	2D+2/4D+2	1D/3D	2D/4D	10/12	1.7-2.0	Knowledge skill *Ssither telepathy:* send/receive, adv 4x cost; Mod diff, +15 if non-Ssither	AE:147
Sullustans (Sullust)	12D	2D/4D	1D/2D+2	1D/3D+2	1D/2D+2	2D/4D+1	1D/3D	10/12	1.0-1.8	**Hearing:** +2D Perception/*Search* for sound or in dark; *Astrogation:* +1D for previous sites	2RE:216
Sunesis (Monor II)	12D	2D/4D	1D/3D	2D/4D+2	2D/4D+2	1D/3D+1	1D/3D	8/11	1.5-2.1	**Ultrasound:** +1D Perception/*Search* for sound; amphibious, obsessed with travel	AE:149
Svivreni (Svivren)	12D	1D/3D+2	2D/4D	2D/4D+2	2D/4D	1D/3D	2D/4D	4/8	0.6-0.9	Skill bonuses: *Stamina* +2D, *Willpower* +2D, *Value* +1D for ores/gems; very stubborn	TT:149
Tarongs (Iri, Disim)	11D	1D/3D+1	1D/3D+1	2D/4D	2D/4D	1D/3D+2	1D/4D	12/14	1.5-2.0	**Flight:** Dex skill, move 14/16, wings 10-20 m; **Vision:** 1 km, *Search, Languages:* adv half-cost	GG12:82
Tarro (Tililix, destroyed)	12D	2D/4D+2	2D/4D	2D/4D+2	2D/4D	2D/4D	2D/4D	9/12	1.8-2.2	**Claws:** +2 damage (not 2D); **weak to cold:** 4D dmg at 1 hr, 5D at 2 hr, 8D each hr after	GG12:85
Tasari (Tasariq)	12D	1D/4D	2D/4D	1D/3D+2	2D/5D	1D/3D	1D/2D+2	10/12	1.4-1.7	Many are Force-Sensitive; usually use firearms (slug-throwers), scaly/feathered humanoids	AE:153
Teltiors (Merisee)	12D	3D/5D+2	2D/4D	1D/4D	1D+1/4D+2	1D+1/4D+1	1D+2/4D	10/12	1.5-2.2	**Skill bonus:** +1D, half-adv cost to *one* of *Agriculture, Bargain, Con, First Aid,* or *(A) Medicine*; **Manual dexterity:** +1D to fine motor skills (not Blaster)	PG3:68
Tiss'Shar (Tiss'Sharl)	12D	2D+1/4D+1	2D/4D	2D/3D+1	1D/4D	1D/4D	2D/4D	11/14	1.5-1.8	**Scales:** +1D physical, +1 energy; **Vision:** infrared; reptilian, basically humanoid velociraptors	GG12:86
Togorians (Togoria)	12D	2D/5D	2D/4D	1D/3D	1D/3D	1D/3D	2D/4D	14/17	2.2-3.0	**Teeth:** +2D, **Claws:** +1D brawling; Cannot speak Basic, big humanoid cats	GG4:86
Trandoshans (Kashyyyk)	12D	1D+1/4D+2	3D/4D+2	2D/4D	2D/4D	1D/3D+1	1D/2D+2	8/10	1.9-2.4	**Vision:** infrared, **Clumsy hands:** -2D manual dex, require special guns; hate Wookiees; *Intimidation* +1D vs non-Trandoshans; **Regen:** daily Mod Str/*Stamina* to regain 10% lost limb	Tril:62
Trianii (Trian)	12D	2D+1/4D+2	2D/4D	2D/4D	2D/3D	2D/4D	1D+1/4D+2	12/14	1.5-2.2	**Claws:** +1D dmg, *Climbing/Jumping, Acrobatics* +2D, **Skill dice:** +2D for Dex skills; **Fall dmg:** *Acrobatics,* 3-6 m VE -2D; 7-8 Easy -2D-2; 9-12 Mod -3D, 13-15 Diff -3D-2, >15 V.diff -4D	AE:157
Trunsks (Trunska)	12D	2D/4D	2D/4D+2	1D/3D	2D/4D	2D/4D	2D/4D	9/11	1.5-2.0	**Claws:** +1D dmg; stout/hairy, violent/fierce towards strangers	AE:158
Tunroth (Jiroch)	12D	2D/4D+1	1D+2/4D	1D+1/4D+2	1D/3D	2D/4D	1D/3D+2	10/12	1.6-1.8	**Quarry sense:** +1D *Search* if Hunter (see source for qualifications), use Klirun bow	GG12:88
Twi-leks (Ryloth)	11D	1D/3D	1D/3D	2D/4D	2D/4D	1D/2D+1	1D/3D	10/12	1.6-2.4	**Head-tails:** can communicate silently	2RE:216
Tynnans (Tynna)	12D	1D/3D	2D/4D	1D/3D	2D/5D	1D+2/4D+2	2D/4D	6/9	1.1-1.5	Can tolerate -50° C, hold breath for minutes equal to *Stamina* dice; wealthy, otter-like	AE:160
Ubese (Uba IV)	12D	2D/4D+2	2D/4D	2D/4D	1D/3D	2D/4D	1D/3D	8/11	1.7-2.3	**Survival:** +2D, **Technical:** 2D-for-1D at creation, **Atmosphere:** -1D to all rolls without mask	SoE:99
Ukians (Ukio)	12D	1D/3D	3D/4D	1D/4D	2D/4D	1D/4D	1D/4D	5/11	1.6-2.0	**Agriculture** +2D, fear of the impossible (intractable agitation)	TT:150
Vaathkree (Vaathkree)	12D	1D/3D	2D/4D+2	2D/5D	2D/4D	2D/4D	1D/3D+2	6/11	1.5-1.9	**Stone-skin armor:** +2D phys, +1D energy; **Traders:** must place at least 2D in *Bargain* or *Con*; Trade language: +15 difficulty to decipher their language	TT:150
Vernols (Garnib)	12D	1D/2D+2	1D/3D	2D/4D+2	2D/4D	1D/3D+1	2D/4D	8/10	1.3-1.6	**Foragers:** +1D at creation to *Survival, Investigation,* or *Search,* see AE:165	PG1:41
Verpine (Roche AF)	12D	1D+1/3D	1D+1/3D	1D+1/4D	1D/3D	1D/4D	2D+2/5D	10/13	1.7-2.1	**Technical:** +2D to all Technical rolls; **Armor:** +1D physical; bipedal insects; **Vision:** +1D *Search* for small objects; Organic telecommunication: within 1 km for others	GG4:91
Viska (Rordak)	12D	2D/4D+2	2D/5D	2D/4D	2D/4D	1D/3D	1D/3D	5/7	2.0-3.0	**Flight:** Dex skill, move 12/18; *Intimidation* +1D; **Vision:** infrared; see AE:166; **Blossug attack:** 4D dmg, if wounded 3D dmg/minute; **Diet:** 1D damage/meal not from Rordak	PG1:71
Vodrans (Vodran)	12D	2D/4D	2D/4D	2D/4D+1	2D/4D	2D/4D	1D/3D+1	10/12	1.6-1.9	**Hutt loyalty:** +2D *Willpower* to resist betraying Hutts; tend to be enforcers, low individuality	GG12:90
Vratix (Thyferra)	12D	1D/3D+2	2D/4D+2	1D+2/4D+2	2D/4D	1D/3D+2	2D/4D+2	8/12	1.8-2.6	**Mid-arm spikes:** +1D dmg; *Bargain* +2D, *Climbing/Jumping* +2D, *(A) Medicine:* pharm +2D	AE:168
Weequays (Sriluur)	12D	1D+1/4D	2D/4D	1D/3D	1D/3D	1D+1/4D	2D/4D	8/10	1.6-1.9	**Telepathy:** short-range with other Weequays; Houk conflict (deep hatred), usually use melee	GG12:92
Whiphids (Toola)	11D	2D/4D	2D/4D+2	2D/4D+1	1D/3D	2D/4D	1D/3D	9/12	2.0-2.6	**Claws:** +1D brawling damage; usually active and hunting-oriented, occasionally criminal	GG4:93
Wookiees (Kashyyyk)	12D	2D+2/4D	3D+1/6D	1D/4D	2D/4D	1D+2/4D+1	1D/3D	11/15	2.0-2.3	**Climbing** +2D, **Berserker rage:** +2D Strength until calmed; cannot speak Basic, honor-bound	GG4:93
Zabraks (Iridonia)	12D	1D/4D+1	1D+1/4D+1	1D/4D	1D/4D	1D/4D	1D/4D	10/12	1.6-2.1	*Stamina* +1D, *Willpower* +1D; spiked horns on head, colored from tan to black/red	UAA:194
ZeHethbra (ZeHeth)	12D	1D/4D	1D/4D	1D+1/3D+1	1D/4D	2D/4D+1	1D+2/3D+2	9/12	1.6-1.8	**Acid spray:** 3 m radius, 5D stun; if >4 dmg, difficult *Willpower* or collapse 1 min	TT:154

Omitted are species that would make poor player characters: those with low attribute dice (Ranats), extenuating story factors (species that are rocks, plants, full hive-mind, etc), extreme rarity or extreme power (e.g. Noghri, Duinogwuin), etc. GMs may decide to have more powerful species require a rare race roll.

Setting Up the Adventure
2RE:68-72

[This sub-section is largely author opinion, editorialized from the cited source.]

Environment. At what time point in the galaxy is the party – before the Battle of Endor, the New Republic, during Thrawn's insurrection, or during the Jedi Academy period? These factors will greatly influence who should be the ultimate authority or greatest threat around – the Alliance/New Republic, Empire, or other elements such as local planetary or sector authorities or criminal organizations. You can also look at the numerous supplements published by West End Games (aka WEG, the original SWD6 publisher, out of business in 1998) to get ideas, enemy and ally NPCs, planets, and storylines. My circle is partial to the Elrood Sector (Planets of the Galaxy, Vol 3).

Story arcs. Use back stories/home planets to place the party in a situation that makes sense. You don't necessarily have to tailor the mission exactly to the characters' skill sets: it wouldn't be much fun to have a bunch of fighters just doing pure combat missions. **Mix it up** and be cerebral; encourage players to make the most of their roleplaying abilities by figuring out how to get by without their top specialties (especially if they min/maxed). **Keep it fast and interesting** and don't let it be all dice-rolling; role-play things out. Have them use their characters' skills instead of "giving away" information about the story; otherwise, many of the Perception and Knowledge skills can be neglected. See any of the Adventures/Journals published for ideas.

Set your characters up for success, but keep them honest. Without the threat of a character getting killed, there's nothing special about keeping them; however, don't send players on the Death Star trench run or have them fight hand-to-hand against elite Noghri assassins every time. **Don't be the guy who kills everyone else's characters.** Come up with difficulties appropriate to their skill levels. If they get captured, give them the chance to escape or to work for their captors for their freedom. Also, if a character makes a freak roll (e.g. 1 on the wild die) and ends up in an awful situation, e.g. dying, consider "fudging" the roll or giving them a complication (like Luke losing his hand) instead of tearing up the character sheet. If the character dies, let it be because of the player's decision-making and the luck of the dice, not because of a GM's grudge.

Be flexible. So you spent hours coming up with detailed maps and conversations for your characters to have, but they took the mission in a different direction and you didn't use them? It happens. Have a "main" storyline set up for your party and try to "lead" them in the right direction, but don't have a "rocks fall, everyone dies" moment if they don't do everything you want. They may make decisions that you hadn't thought of before that are actually great ideas; you can give them extra CPs, money, or loot for that. If they just want to mess around and not complete a mission, fine: no money, no CPs. Have a backup mission or adventure available.

Non-player characters (NPCs). These are a great way to add diversity to the party if they're severely lacking in a particular area, e.g. they're raiding a corporate office building for secret files, but no one has *Security* or *Computer Programming/Repair*…or a means of transportation. GMs can use their own characters for the party to direct (it's not really fair to GM *and* play your own guys), write their own NPC up for the mission, or use the many NPCs in the WEG supplements (some on p. 22); see the Gamemaster Handbook for more information on how to develop NPCs and run adventures.

Nuts and Bolts
2RE:73-86

How does the game work? Basically, whenever a character wants to do anything, the GM **picks a difficulty** and the character **rolls the relevant attribute/skill.** This doesn't mean you have to make them roll Dexterity every time they put one foot in front of the other, but if they say "I look around" have them roll *Search*, "what do we know about this planet?" roll *Planetary Systems*, etc. If they want to do something for which the skill doesn't completely fit – there can be considerable overlap, especially in the Knowledge skills – increase difficulty by one level. The difficulty levels are:

Very Easy	1-5	Anyone could do it
Easy	6-10	Most people should be able do it, but still possible to fail
Moderate	11-15	Requires skill, effort, and concentration
Difficult	16-20	A decent character would succeed only occasionally
Very Difficult	21-30	A professional would have a tough time
Heroic	31+	The best in the galaxy *might* be able to do it

Some rolls, especially Perception skills, will not be against a raw difficulty, but will be **opposed**; e.g. rolled against the opponent's relevant skill. Such examples are in combat (*Blaster* vs *Dodge*, *Melee Combat* vs *Melee Parry*, *Starship Gunnery* vs *Space Transports*) or in character interactions (*Bargain* vs *Bargain*, *Con* vs *Con*, *Persuasion/Intimidation* vs *Willpower*). *[Opinion: If a character beats the difficulty by 10+, consider giving them an extra bonus from the action (or CP). Conversely, if they fail the roll by 10+, consider giving them a complication.]* Be sure to think about **modifiers** to opposed rolls; if a character has a clear advantage, give them +5-10 to their roll depending on the extent. See individual skills for specific opposing skills and modifiers for specific situations.

The Wild Die. Oh, that wild die. This is basically symbolic of dumb luck. Have one die of each roll (usually a different-colored one) as the wild die; if they only have 1D (or less), then their only die is wild. (If their skill is 0D+1 or 0D+2, it is that number on any other total than a 1 or 6.) **On a 6, re-roll** the die and add it (keep rolling for successive 6s); this is the game's analog of critical hits on damage rolls. **On a 1** (1st roll only), either **subtract it and the highest die** from the total, or have a **complication** occur (sprained ankle, modified weapon or ship system is damaged, etc). The wild die is optional per GM.

"Free" actions. While still counting as actions taken in a round, no roll is needed for quick looks around for nothing in particular, picking up simple objects, walking at Move (or piloting a ship/vehicle) in VE-Mod terrain, reloading a weapon, or using a basic machine.

Scenes. The majority of the game is played in "scenes," where interaction is not turn-based and no specific time elapses. This is where the majority of the role-playing occurs. This is conversations, uncomplicated movements through cities, and the like.

Rounds. These are used in combat and in time-sensitive situations, e.g. chases, escape from exploding buildings, etc. They last around **5 seconds** apiece. Each character rolls **initiative** (Perception) to determine the order of actions. Rounds work as such:
- Characters declare **all** actions at the start of their turn in the round.
- **Multiple actions** may be done at -1D to *all actions* that round for each beyond the first. A player taking two shots is at -1D for both; a player drawing a weapon, shooting, and then running for cover is at -2D for all three, etc.
- After all characters' first actions are taken, second actions are taken in order, etc.
- Reaction skills still add to the multiple action penalty (MAP), but count for the rest of the round; for example, one *Dodge* is for all shots fired, unless you want to re-roll at an additional -1D. Dodging and parrying require separate rolls.

Combat
2RE:87-99

Actions: See "Rounds" above for initiative. Drawing a weapon or setting a blaster to stun counts as an action (subject to the MAP). **"Called shots"** to hit a certain body part (useful for partial armor) are +1D difficulty for objects 10-50 cm in size (e.g. body part or large weapon) and +4D for objects <10 cm in size. **Aiming** for one round grants +1D to hit (plus any aim bonus, e.g. scope); no other actions can be taken while aiming.

Ranged combat: roll skill to hit. Difficulty is by range of the weapon used, listed as **Easy/Moderate/Difficult**. So, for the BlasTech DL-18 pistol, the range is 3-10/30/120; < 3 (point-blank) is Very Easy; 3-10 m (short) is Easy, 10-30 m (med) is Moderate, and 30-120 m (long) is Difficult. Weapons are not effective beyond max range. Some weapons have **Fire Control**, e.g. ship and mounted weapons; add this bonus to hit.

Grenades: If the thrower can't see the target, add +5-10 to the difficulty. If the roll misses, roll 1D for direction (see diagram) and 1D/range level for distance off-target. Damage is based on blast radius; see individual grenades. Grenades **can** be dodged. They can either explode on contact or be timed, allowing for re-throws.

Evasion is done using the *Dodge* skill (Dexterity) or the relevant piloting skill (or Mechanical) plus the vehicle/ship's maneuverability. As a **reaction**, this **replaces** the difficulty total (meaning it isn't always advantageous to dodge at long range). A character can evade as their **only action** in a round ("full dodge"); instead of replacing the evasion with the evasion roll, **add** it to the range-based difficulty. **Shield** raising/changing arc (front/left/right/rear) may also be used as a reaction (see the skill): a vehicle/ship's shield die are the **total** to be spread across the 4 fire arcs.

Hand-to-hand combat: roll skill (or Dex) to hit. Difficulty is determined by the weapon (listed in the tables) or Very Easy for weaponless or claws/teeth combat (Str/*Brawling*).

Evasion depends on the defender's weapon and replaces the difficulty, unless called as a "full parry" action in which it *adds* to the attacker's difficulty (see above):
- *Melee Parry* if defender is holding a melee weapon. Defender gets a +5 bonus if the attacker is unarmed.
- *Brawling Parry* if defender is unarmed or holding a ranged weapon. Attacker gets a +10 bonus if the attacker is using a melee weapon.
- *Lightsaber* if the defender is holding a lightsaber.

Damage: roll the weapon's damage code, then roll and subtract the Strength/Body/Hull of the target plus armor or shield bonus (depends on physical or energy damage and hit location). Successive damage is **not necessarily cumulative.** If a character wearing **Armor** takes damage, the armor is likewise damaged in the location in which it was hit. See the Hit Location and Damage charts (p. 11) for the severity and effect of the damage.

Cover and obstacles: combat and Perception difficulties are affected by light/darkness, smoke, and objects behind which characters can take cover. If the attack roll would have hit *without* the cover modifier, their cover is hit, and the character *may* still take damage depending on the cover. See Cover/Sight Modifiers and Damage Chart.

Scale: it's easy for a person to hit an AT-AT, but it likely won't be damaged. See the Scale chart for modifiers. For smaller vs larger, add the difference to the hit and resistance rolls. For larger vs smaller, add the difference to evade/hit difficulty and to damage.

Gamemastering: Rules, Combat, and Movement

Damage

Dmg	Character	Vehicle	Starship	Weapon	Armor (dmg to char)	Object (e.g. cover)
0-3	**Stunned** • -1D all rolls for rest of round and next • If times stunned in 1 min ≥ Str die -or- >4 damage from Stun source: uncon 2D min **Heal:** Very Easy *First Aid* with medpac	**Shields blown** -1D from shields; if down to 0D, controls ionized **Controls ionized** -1D all actions for rest of round and next If down to 0D maneuver: controls frozen 2 rds	**Shields blown** -1D from shields; if down to 0D, controls ionized **Controls ionized** -1D all actions for rest of round and next If down to 0D maneuver: controls frozen 2 rds	**No effect**	**No effect**	**No effect**
4-8	**Wounded** • No actions for rest of round • -1D all rolls until healed • May be **wounded twice** (W2, -2D all rolls) • If wounded 3rd time → Incapacitated **Heal:** Easy *First Aid* with medpac → fully healed **Natural healing:** 3 days rest, roll Strength; if <6 → W2 (if W) or incap (if W2), 7+ → fully healed	**Light damage** Roll 1D for effect: **1-3:** -1D maneuver; if down to 0D, -1 Move **4:** one weapon destroyed, gunner takes damage **5-6:** -1 Move Can be lightly damaged any number of times **Passengers:** 1D damage	**Light damage** Roll 1D for effect: **1:** -1D maneuver; if down to 0D, -1 Move **2:** one weapon destroyed, gunner takes damage **3:** one weapon inoperative (light dmg to fix) **4:** HD: x2 *Astrogation* time, +10 diff to 1-rd jump **5:** -1D shields; if down to 0D, controls ionized **6:** -1 Move Can be lightly damaged any number of times **Passengers:** 1D damage	**Light damage** -1D weapon damage Repair: Easy, 15% cost	**Light damage** -1 protection in hit area Repair: Easy, 15% cost	**Light damage** -4D damage to covered characters from source Can be lightly damaged any number of times
9-12	**Incapacitated** • Unconscious for 10D min; may awaken with Moderate *First Aid* roll (separate from heal) • No rolled actions until healed • If awake, max ½ move until healed • If wounded or incapacitated again → MW **Heal:** Mod *First Aid* → Wounded with medpac **Nat:** 14 days rest, Str: <7 → MW, 9+ → W2	**Heavy damage** Roll 1D for effect: **1-3:** -2D maneuver; if down to 0D, -2 Moves **4-6:** -2 Moves If light or heavy damage again → severe damage **Passengers:** 3D damage	**Heavy damage** Roll 1D for effect: **1:** -2D maneuver; if down to 0D, -2 Moves **2:** lose one weapon in one fire arc **3:** all weapons in one fire arc destroyed **4:** HD: +10 *Astrogation* diff; Mod repair (1 hr) **5:** -2D shields; if down to 0D, 2x controls ionized **6:** -2 Moves If light or heavy damage again → severe damage **Passengers:** 3D damage	**Heavy damage** -2D weapon damage +10 diff to use weapon Repair: Mod, 25% cost	**Heavy damage** -1D protection in hit area Repair: Mod, 25% cost	**Heavy damage** -2D damage to covered characters from source If light or heavy damage again → severe damage
13-15	**Mortally wounded** • Unconscious until healed • May be wounded again without dying • Roll 2D (w/wild) each round: if roll < number of rounds MW → killed (can use CP/FP to ↑ roll) • If incapacitated or MW again → killed • To stabilize: Mod *First Aid* (delays for 1 hr) **Heal:** Diff *First Aid* → Incapacitated with medpac **Nat:** 35 days rest, Str: <7 → killed, 9+ → incap	**Severe damage** Roll 1D for effect: **1-2:** destroyed engine, crash if high or all-out speed, stop it less; min diff Mod to stop safely **3:** overloaded generator, explodes in 1D rounds **4:** all weapons disabled **5:** structural damage: 1D rd to eject/crash-land **6:** destroyed If light/heavy/severe damage again → destroyed **Passengers:** 6D damage	**Severe damage** Roll 1D for effect: **1:** drive disabled (dead in space) **2:** overloaded generator; explodes in 1D rounds **3:** disabled HD; Mod repair (1 hr) **4:** HD: weapons disabled, roll 1D: 1-4 may be repaired, 5-6 all weapons destroyed **5:** structural damage: 1D rd to evacuate **6:** destroyed If light/heavy/severe damage again → destroyed **Passengers:** 6D damage	**Severe damage** Cannot be used Repair: V.Diff, 35% cost	**Severe damage** Loses all protection in hit area Repair: V.Diff, 35% cost	**Severe damage** -1D damage to covered characters from source If light, heavy, or severe damage again → destroyed, full damage to characters
16+	**Killed**	**Destroyed** 12D damage to passengers	**Destroyed** 12D damage to passengers	**Destroyed**	**Destroyed** (in area)	**Destroyed** (full dmg)

Char Hit Loc

Roll	Hit location
1	Head
2	Upper torso
3	Lower torso
4	Arm (1-3 L, 4-6 R)
5	Left leg
6	Right leg

Cover/Sight Modifiers

Diff mod	Cover	Smoke	Light
+1D	1/4	Light	Dim
+2D	1/2	Thick	Moonlight
+4D	3/4	V. thick	Darkness
Can't hit	Full	-	-

Cover: If attack roll beats **initial** hit difficulty but *not* the added modifier, then the cover is hit and receives damage (see above). Most cover is 1D-6D character scale.

Lost Moves

Moves	Max Speed
-1	High (2x)
-2	Cruising
-3	Cautious (½x)
-4	Drive disabled
-5	Ship destroyed

Scale

Scale	Mod
Character	0D
Speeder	2D
Walker	4D
Starfighter	6D
Capital	12D
Death Star	24D

Falling Damage

Ht (m)	Damage
3-6	2D
7-12	3D
13-18	4D
19-30	5D
31-50	7D
51+	9D

Grenade Miss (1D)
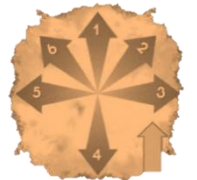
Ship Sensor Use
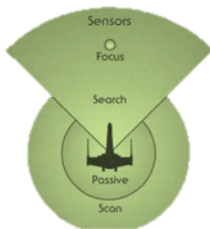
Ion/Tractor Beam Damage

Dmg	Ion Effect	Tractor Beam Effect
0-3	Ionized x1	No effect
4-8	Ionized x2	Reeled in 1 unit, -1 Move
9-12	Ionized x3	Reeled in 2 unit, -2 Moves
13-15	Ionized x4	Reeled in 3 unit, -3 Moves
16+	Controls dead	Reeled in 4 unit, -4 Moves

If # ionized > maneuverability dice: controls dead
Note: shields are ineffective vs. ion and tractor beams

Astrogation Difficulties/Mishaps

Diff	Description
V.Easy	Common, previously traveled
Easy	Common, not previously done
Mod	Uncommon, not previously done
Diff	Obstacles, e.g. black holes
V.Diff	Several obstacles/mass shadows
+30	No nav comp or astromech droid
2x diff	Hasty entry (1 rd)
+5	Light damage
+10	Heavy damage
-1	Each extra hour for journey
+1	Each hour saved on journey

2D	Mishap Roll
2	**HD cut-out/dmg:** partial journey, repair: Mod, 1 hr
3-4	**Radiation fluctuations:** +/- 1D hr per amount failed
5-6	**HD cut-out:** partial journey, must re-calculate
7-8	**Off course:** completely different system
9	**Mynocks:** increase journey duration 1D days
10	**Close call:** random system inoperable, rep: Mod, 1 hr Roll 1D: **1:** sublight drives, **2:** weapons, **3:** nav comp, **4:** escape pods, **5:** shields, **6:** main hyperdrive
11 12	**Collision:** heavy dmg, 3D passenger dmg, hull rupture Mod *Survival* to get into vacuum suit in 1 round Fail: *Stamina* each rd or pass out, Easy, ↑1 diff/rd

Missile/Torpedo Mod

+Diff	Spc	Atm
+5	3	100-150
+10	4	151-200
+15	5	201-250
+20	6+	251+

Movement

Difficulty	**Character** (roll *Running* or movement skill)	**Vehicle** (roll piloting skill + maneuverability)	**Starship** (roll piloting skill + maneuverability)
Very Easy	Flat, clear, even ground with no obstacles	Flat, artificial surface with no obstacles, e.g. roads	Clear space, no navigational hazards
Easy	Flat/uneven ground, few small obstacles, e.g. field	Smooth surface with minor obstacles	Near other starships, space station, minor obstacles
Moderate	Rough ground, any area with many obstacles	Heavy traffic, rough terrain, storm, very uneven, fog	Crowded space, moderate debris, narrow area
Difficult	Densely packed, difficult to navigate, falling objects	Very rough, e.g. mountainside, crater field, forest	Many ships in immediate area, asteroids, debris
V. Difficult	Dangerous terrain, e.g. minefield, moving fans, etc.	Earthquake, fierce battle, collapsing terrain, explosions	Densely packed with asteroids, other ships
Heroic	Avalanche, exploding hallway, etc.	Avalanche, thick swamp, near-impossible	Narrow tunnel, major asteroid field
Fail 1-3	**Slight slip:** completes move, -1D all rest of round	**Slight swerve:** completes move, -1D all rest of round	**Slight bobble:** completes move, -1D all rest of round
Fail 4-6	**Slip:** ½ move, -3D all rest of round, -1D all next round	**Swerve:** ½ move, -3D all rest of round, -1D all next rd	**Bobble:** ½ move, -3D all rest of round, -1D all next rd
Fail 7-10	**Fall:** ½ move, no actions rest of round, -2D all next rd	**Spin:** ½ move, no actions rest of rd, -2D all next rd	**Spin:** ½ move, no actions rest of rd, -2D all next rd
Fail 11-15	**Minor tumble:** ¼ move, no actions this/next rd, -3D collision damage	**Minor collision:** ¼ move, no actions this/next rd, -3D collision damage (if anything to hit)	**Minor collision:** ¼ move, no actions this/next rd, -3D collision damage (if anything to hit)
Fail 16-20	**Tumble:** fall, no move, normal collision damage	**Collision:** no move, normal collision damage If nothing to hit: spin out of control/flip (GM choice)	**Collision:** no move, normal collision damage If nothing to hit: spin out of control
Fail 21+	**Major tumble:** fall, no move, +3D collision damage	**Major collision:** no move, +4D collision damage If nothing to hit: flip over or spin out of control	**Major collision:** no move, +4D collision damage If nothing to hit: spin out of control
Collision damage	Cautious 1D | Cruise 2D | High 3D | All-Out 4D	Cautious 2D | Cruise 4D | High 6D | All-Out 10D Head-on +3D | rear-end/sideswipe -3D | T-bone 0D	Cautious 2D | Cruise 4D | High 6D | All-Out 10D Head-on +3D | rear-end/sideswipe -3D | T-bone 0D

Cautious: 0-½ Move, free action if VE/Easy/Mod terrain (doesn't count toward multiple action penalty), ↓1 diff level if Diff/VD/H | **Cruising:** ½-1 Move, auto success if VE/Easy/Mod terrain (still counts as action)
High: 1-2x Move, ↑1 lvl for D/VD/H, *Stamina* at 10 min | **All-Out:** 2-4x Move, ↑1 lvl for VE/E/Mod, ↑2 lvl for D/VD/H, can take no other actions, Stamina each min | **Climb/Swim:** 1/3 Move unless different for species
Changing speed: 2 lvl/rd for Characters, 1 lvl/rd for Vehicles/Starships | **Maneuver diff:** +1-5: little effort/coordination, +6-10: modest effort/coord, +11-15: req concentration/difficult, +16+: v. difficult
Converting Move to km/h: x0.72 for cruising, 1.44 for high, 2.88 for all-out (easier to use 0.75/1.5/3) | Move 10 = 28.8 km/h All-Out | **Converting Space to Move:** Move = (Space x 20.7) + 200 (Easier to use 20)

Weapons, Armor, and Equipment

Hold-Out Blasters

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Palm Blaster	200	2	3	2-3/5/10	2D		CRO:79
Gee-Tech 12 Microblaster	400	2,R/X	2	1-5	2D+2	V.diff *Search* to find	GD:25
Merr-Sonn Q-2	275	2,R/X	6	3-4/8/12	3D		2RE:229
Merr-Sonn B22	300	2,X	10	3-4/8/12	3D		GD:24
Czerka 411	300	1,R	10	2-4/8/12	3D+1		RAS:100
Merr-Sonn Happy Surprise	325	2,R	8	3-5/10/15	3D+1		GG9:9
Imperial Arms 22T4	375	3,X	7	3-5/10/15	3D+1		GG9:26
SoroSuub Q-2	250	2,R/X	6	3-4/8/12	3D+2		GG9:35
SoroSuub Q-2s5 MOA	1000	3,X	15	3-10/20/40	3D+2		GG5:65
Merr-Sonn Quickfire-4	300	2,R/X	10	3-4/8/12	4D		GD:25
Jer'N be'Milad Microwave Stunner	175	3,X	10	3-5/10/20	4D	Phys/Stun; invisible beam	Gor:83

Blaster Pistols

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
COMPNOR Stun Pistol	300	2,F/R	10	3-10/30/60	2D	Stun	GD:26
Merr-Sonn IR-5 "Intimidator"	1250	3,X	50	3-7/25/50	3D	+2D to hit 2+ targets/rd	Gal:71
BlasTech DC-15s	1300	3,R/X	20	3-10/30/120	3D	Recharges 2 shots/rd	SWG
Drearian Def. Congl. Defender	350	1,F	50	3-10/30/60	3D+1		2RE:229
Merr-Sonn Model 6 "Quick-Six"	325	1,F	50	3-10/25/50	3D+2		RAS:99
KYD-21	500	1,F	75	3-10/40/60	3D+2	Silenced: +2D to hear	SWG
Galinoko XiX	500	1,F/R	50	3-10/25/110	4D		CRO:71
Merr-Sonn Model 44	500	1,F/R	100	3-10/30/100	4D		GG9:14
BlasTech DL-18	500	1,F/R/X	100	3-10/30/100	4D		2RE:229
Imperial Munitions SC-4	750	1,F/R/X	50	3-10/30/100	4D		GD:27
Imperial Munitions KK-5	750	2,R/X	100	3-10/30/100	4D		GD:27
BlasTech DH-17	800	2,R	100	5-15/30/120	4D	+1D hit	Tril:153
Chekla Arms B2 Blade-Pistol	1100	3,X	50	2-10/25/100	4D	Blade: Mod, STR+1D+1	Unk?
BlasTech DL-22	500	1,F/R/X	100	3-10/30/100	4D+1		GD:26
Merr-Sonn DD6	550	1,F/R	100	3-10/25/90	4D+1		GG9:54
Caelli-Merced Series III	900	4,R	100	3-10/30/100	4D+2	Skill>6D: +1D hit, else +5 diff	BSS:75
Luxan Penetrator	600	4,F/R	100	5-20/40/60	5D	Diff +1 lvl if no dodge att.	Gal:70
Merr-Sonn 434 "DeathHammer"	850	1,F	100	2-8/20/80	5D+1		GG9:11

Heavy Blaster Pistols

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Merr-Sonn Flash 4	750	1,F/R/X	25	3-7/25/50	4D+2		RAS:99
BlasTech DL-44	750	1,F/R/X	25	3-7/25/50	5D		2RE:231
BlasTech DY-225	750	2,R/X	30	3-5/20/40	5D		GG9:9
BlasTech DL-6H	800	1,F/R/X	25	3-10/30/120	5D		GD:27
Caliban Model X	750	2,R/X	30	2-5/15/35	5D+1		GG9:63
Imperial Munitions HBP	1250	2,R/X	25	3-7/25/50	5D+1		GD:28
SoroSuub "Renegade"	750	2,R/X	25	3-7/25/50	5D+1		GD:29
SoroSuub Kylan-3	750	2,R/X	20	3-5/20/40	5D+2		GG9:56
Caelli-Merced Sentinel IV	1200	4,R	100	3-10/30/60	5D+2	Skill>6D: +1D hit, else +5 diff	BSS:75
BlasTech T-6 "Thunderer"	1500	2,R/X	25	3-7/25/50	6D+2		GD:28

Blaster Carbines

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
SoroSuub Quicksnap 36T/I	900	2,R	100	3-25/50/250	4D+1		CRO:60
BlasTech Sharpshooter V	1200	2,X	100	3-30/80/350	4D+1		Imp:129
SoroSuub Quicksanp 36T	900	2,F/R/X	100	3-25/50/250	5D	Diff +5 at long range	2RE:231
SoroSuub SwampTrooper Grappler	2000	3,X	100	3-10/30/100	5D	Hook: 6D dmg, entangled	PoM:18
N'gant-Zarvel 9118	1000	2	100	3-25/50/200	5D+1		RoE:62
Jer'N be'Milad Vel "Lightning Gun"	875	3,X	6	3-25/50/75	5D+2	Can't be set to stun	Gor:83
SoroSuub Bi-Polar BMC-150	1000	4,R/X	50	25-100/200/300	6D	May have 2x 4D instead	Gal:71
SoroSuub Stormtrooper Two	2400	2,R/X	100	3-30/50/200	6D+2		GG9:27

Blaster Rifles

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Drearian Def. Congl. Light Sport	900	1,F	50	3-40/120/350	4D+1	Scope: +1D extra aim	2RE:231
Herloss HBt-4 Hunting Blaster	880	3	50	3-30/100/300	5D		Gal:83
BlasTech E-11	1000	1,R	100	3-30/100/300	5D	Scope: +1D extra aim	GD:31
SoroSuub Heavy Tracker 16	1000	1,R	100	3-30/100/300	5D		RAS:99
SoroSuub Stormtrooper/Freedom 1	1000	2,X	100	3-30/100/300	5D	Scope: +1D extra aim	2RE:231
BlasTech EKX-10	1100	3,R/X	100	5-50/150/350	5D		GG9:54
SoroSuub Firelance	1200	2,R/X	100	3-30/100/300	5D	Scope: +1D extra aim	GD:33
BlasTech Firearc 49 Speargun	3000	2,R/X	50/3	3-20/30/45	5D	Spear: range 3-7/25/50, 4D/2D/1D	GD:30
Merr-Sonn LD-1 Sniper	3000	2,F/R/X	100	2-50/150/500	5D	Scope: +1D+2 extra aim	RoE:62
Prax Arms AXM-50 "Blast and Smash"	4500	3,F/R	250/30	3-25/50/75	5D	Grenade: 5-25/100/200, radius 0-2/4/6, damage 4D/3D/2D	GG10:84
BlasTech E-11/S	7000	4,X	25/6	3-30/100/300	5D	Slug: 3-30/150/500, 4D	GG11:83
Merr-Sonn G8	1250	1,R	100	4-40/120/350	5D+1		RAS:99
BlasTech 500 "ESPO" Riot Gun	1500	2,R	300	3-30/100/300	5D+1	Rate 5; if hit, ↓diff 1 lvl	GD:32
Imperial Munitions StarAnvil	1250	4,X	50	3-25/50/250	5D+1	Scope: +1D extra aim	GD:34
BlasTech A280	1400	3,R/X	100	4-40/120/300	5D+2		RAS:99
SoroSuub Stormtrooper II	1600	2,X	100	3-30/100/300	5D+2	Scope: +1D extra aim	GG9:11
Exotac Arms EXP-7(a) Predator	7000	4,X	8	3-30/80/350	7D	Beam: +2D extra aim; Mod Str roll to avoid recoil	GD:33

Repeating Blasters

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
BlasTech Light Repeating Blaster	1500	2,X	300	3-30/100/300	5D+1	Rate 6; if hit, ↓diff 1 lvl	RoE:64
Merr-Sonn 3Z Light Repeater	2500	2,X	100	3-30/100/250	6D	Counts as single shot	HtE:105
BlasTech T-21 Light Repeater	2000	2,X	25	3-50/120/500	6D	Counts as single shot	2RE:231
BlasTech Medium Repeater	3500	2,X	200	3-60/150/400	7D	Requires tripod	HtE:105

Omitted are repeaters that require permanent mounting, non-portable generators, and multiple operators.

Miscellaneous Blasters

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Bacnor CPD-12 Hand Baton	50	2,F/R/X	1	0-2/3/5	4D	1/2/3m wide cone	Gal:74
Koromondain RLW-77 Wrist Lasers	2000	2,F	15	0-2	4D	Mod diff or vs. parry; Overload: 1-2/4/6, 8D/5D/3D	GG10:86
Ssi-Ruuvi Ion Paddle Beamer	4000	4	25	3-4/8/12	4D+2 (Pt blk)	5D/4D/2D stun for 1D/2 h; If dmg>4: head/torso = paralysis, limb: disabled	TaB:140
SoroSuub X-45 Sniper Rifle	750	2,R/X	25	1-25/100/250	5D	If Long/called: Mod diff	GD:33
BlasTech DL-87 Firespray	1000	2,X	10	0-1/5/10	5D	45° arc, ½ fire rate; <5m: no dodge, others -1D	GD:30
Charubah Hapan Gun of Command	17500	4,R/X	6	3-7/25/50	5D Sp	Vs *Willpower*: 0-3: -1D 1 rd, 4-8: -1D 1D rd, 9-12: -2D 2D m, 13-15: -2D 2D h, 16+: -3D for 3D h, if *Willpower* < 0D = trance	CTD:54
Pacnorval SIL-50 Sleep Inducer	2000	4,F	15	0-3/5/10	5D St.	Mod *Stamina*; sleep 1D h	Gal:76
Merr-Sonn Disruptor	4000	4,X	10	0-3/5/7	5D+2	Rate 2/round	Gal:76
Corondexx VES-700 Pulse Rifle	5000	4,X	15	1-10/20/30	6D	15°: 5D, 30°: 2D,	GD:34
Merr-Sonn MSD-36 Hvy Disruptor	6000	4,X	10	0-3/5/7	6D		GD:28
Merr-Sonn Deck Sweeper	1500	2,X	5	3/5/10	6D St.	45° arc, ½ fire rate; <5m: no dodge, others -1D	GD:31
Stokhli Spray Stick	14000	4,R	10	50/100/200	6D St.	Entangled vs 6D Str	TT:194
SoroSuub Standard Disruptor	3000	4,X	5	0-3/5/7	6D+2		GD:26

Missile Weapons: Projectile/Flechette Launchers

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
BlasTech CSPL-12 "Caspel"	3000	2,X	4	5-50/100/250	-	Can launch...anything	Imp:123
Prax PRP-500 Protector HoldOut	250	2,F/R	6	1-5/15/25	1D	3D-5D based on dart mixture	Gal:72
Drolan QuickShot Wrist Launcher	500	3	2	1-4/10/20	2D+2	Darts, may load with other	GD:18
Malaxan DWG-5 Flechette Pistol	500	3,F/R	8	10-20/50/100	3D	5D/4D/3D for S/M/L rg	Gal:72
Drolan Repeating Crossbow	700	2	20	3-8/20/35	3D	Crossbow; rate 2	GD:17
Locris MGL-1 Micro-grenade Lchr	2500	3,F	30	3-25/100/200	4D	Rad 0-2/4/6, 4D/3D/2D	GG10:84
Susuax Verti-Go Line Thrower	400	1	5	10-30/75/150	4D+2	Ascent 6 m/s	GD:83
Golan Arms Mk-127 Wrist Blade	700	3,F	2	10-20/30/50	5D	May do 2x3D	Gal:77
Salus DF-1 Duo-Flechette Rifle	1000	3,R/X	5	3-10/30/60	5D		GD:17
Prax HB-4 Projectile Rifle	1500	4,F/R	6	50-1/4/8 km	5D	+1D+1 aim for >1 km/rd	Gal:72
Golan FC1 Flechette Launcher	800	2,F/R/X	6	5-25/100/250	6D	Rad: 1/3/5, 6D/5D/3D; Anti-speeder: 5D/4D/3D	GD:18
Frohad's Magna Caster-100	2000	3,F	10	5-50/75/100	6D	Med 5D, long 4D	Gal:75

Missile Weapons: Grenade/Missile/Rocket Launchers

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Zone Control Viper Grenade Lchr	500	3,R	5	1-250/350/500	-	As per grenade, 2 rd/load	CRF:72
Locris RDP-12 Rocket Launcher	1500	3,F/R	4	3-30/100/300	4D	Can be 5D stun, -1D all/6 rds, diff *Stamina* or incap.	GG10:86
SoroSuub Firestorm-1 Mini-Miss	1500	3,F	3	3-40/120/400	5D	Rad: 0-2/8/12/20, 5/4/3/2D	GD:63
Mon Cal Mini-Torpedo Launcher	1250	3,X	3	3-30/120/350	6D	May be fitted to armor	GD:64
Merr-Sonn RPS-8 Rocket Launcher	1500	3,F/R	4	3-30/100/300	6D	1m radius	RoE:65
BlasTech Portable Rocket Lchr	2600	3,X	10	25-100/300/500	6D		GG10:67
Stouker Concussion Rifle	3500	4,R	100	5-20/60/110	6D	Rad 0-1/3/5, 6D/4D/2D	DF
Arakyd Mini-Proton Torpedo Lchr	4000	3,X	6	25-100/300/700	6D	Back-mounted	Imp:47
Merr-Sonn PLX-2 Missile Launcher	4000	2,X	2	25-100/300/500	6D	Aim: lock (2 km), 4D/d; if misses by 10, loses target	Imp:121
Merr-Sonn PLX-4 Missile Launcher	6000	3,R	4	100-500/3/10	6D	Aim: lock (2 km), +1D/round; if misses by 10, loses target	TT:193
Golog-Bertum Apex Incisor SAM	1000	2,X	1	0-50/250/1k	7D	Firer: easy *Dodge* or 3D dmg	GD:40
Aeramaxis Concussion Missile Lchr	2000	2,X	4	20-50/200/500	7D		WBC:55
Kessler J8Q-128 Finbat Anti-Walker	4000	3,R/X	1	0-50/250/500	12D	2 rd to hit long-range; V.diff to shoot down	GD:40

Missile Weapons: Stun/Bind

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Xerithin BGA-900 Bio-Guard	100	3,F/R	1	0-2/3/5	-	**BG1**: 5D stun; **BG2**: 4D stun, -2D Dex/Str for 1Dx10 min; **BG3**: 4D stun, blind 1D min; **BG4**: 4D stun, uncon 1D min	Gal:76
Golan RGL-80 Electronet Gren Lchr	2000	2,F	5	10-250/350/500	1-10D	Var stun/normal dmg	GG10:82
Salus Tangler Elite 1	900	4	5	5-10/30/60	2D	4D Stun, Str 4D	GD:73
Thalassian Corodex Snare Gun	1200	3,F/R	5	3-10/30/55	2D St.	Str 3D, +1D/round	GG11:81
Merr-Sonn Anti-Riot Tangle Gun 7	300	3,X	15	3-10/20/25	4D	Str 5D, free if 2x web roll	CRF:74
Amberlandrax Squib Tensor Rifle	15000	4,R/X	50	25-75/150/250	4D	+1D dmg each hit <30s	Gal:89
Conner APNG3 Net Gun	750	2,R/X	1	3-10/19/25	5D	5D Stun, Str 5D	GD:63
Loronar ABX-110 ABC Scrambler	3000	2,R/X	5	50-200/350/500	8D St.	rad 0-10/20/30, 8D/5D/3D	GG10:82

Firearms

Model	Cost	Avail	Amm	Range	Dmg	Special	Source
Brisallon Bio-Tractant Repulsor	200	4	6	0-5 (Mod diff)	-	Diff *Willpower* or stop	Gal:77
Aeramaxis PDW-22 Ionic Tingler	300	3,F/R	5	0-3/6/10	2D	5D stun	Gal:74
Coruschal Slugthrower	300	2,F	16	3-10/30/60	3D	-1D dmg to armor	2RE:229
Oriolanis Blaster Buster	350	2,F/R	4	0-3/10/20	3D	To blaster; homing	Gal:73
Kelvarlek Dissuader KD-30	400	3,F	6	50/75/100	3D	Rt 2, Aim +1D, 3D acid/3 rd	Gal:74
Barimoq Protector Revolver	200	3	5	3-10/30/55	3D+1	-1D dmg vs armor	AI15:191
Czerka Adjudicator	300	2,F/R	1	1-5/10/25	3D+1	Spring clamp: +1D draw	Gal:73
Mennotor FAS-430 Neural Pistol	4000	4,R/X	60	3-10/25/50	3D+1	6D stun, diff *Stamina* awake	GG10:83
Mennotor FAS-430 Neural Rifle	5000	4,R/X	240	3-10/25/50	3D+1	6D stun, diff *Stamina* awake	GG10:83
Czerka SH-9 Pistol	600	4	10	3-10/30/60	3D+2	Silenced	RoE:63
Golan Blister Blaster	300	3,F/R	8	5-20/40/60	4D	3D/2D/1D x3 rds (burns)	Gal:73
Jer'N be'Milad Vel Hammer	250	3,X	8	3-8/20/40	4D+1	Mod Str to fire or -1D	Gor:83
Adostic Arms 8-ga Shotgun	500	3,R	2	3-5/10/25	5D	-1D dmg to armor	CRO:46
Merr-Sonn C-22 Flame Carbine	500	4,X	10	3-4/5/7	5D	3D for 5 rounds, rate ½	GD:23
Merr-Sonn CR-24 Flame Rifle	700	4,X	25	3-5/7/10	5D+1	4D for 10 round, rate ½	GD:24
Czerka Vehicle Flamer	2000	2,X	5	3-7/10/20	6D	Speeder, 4Dx5 rd, rate ½	RoE:64
Verpine Shatter Gun	30000	4,F/R/X	100	40-400/900/1.5	6D	Fragile; 1D body	Gal:91
Morellian .48 Enforcer	6000	4,R	4	1-25/75/150	6D+1	↑diff 1 lvl/extra shot	GD:19

Weapons, Armor, and Equipment

Brawling Weapons

Model	Cost	Avail	Diff	Damage	Special	Source
Combat gloves	200	1,F	Easy	STR+2		D20:131
Standard Buzz-Knucks	500	2,R	Difficult	STR+1D	Phys -or- 6D stun	DE:42
Palandrix PPG Stun Gauntlets	300	2	Easy	STR+2D	Stun, 10 charges	GD:12

Standard Melee Weapons

Model	Cost	Avail	Diff	Damage	Special	Source
Standard Staff, Club, or Knife	15	1	Very Easy	STR+1D		Gal:82
Standard Gaderffii (Gaffi Stick)	50	3	Easy	STR+1D		Tril:150
Standard Bayonet	75	2,F	Easy	STR+1D		Gal:82
Garrote	200	1	Moderate	STR+1D	+10 diff for *Brawling* parry	RoE:44
Merr-Sonn Snap Baton	200	2	Moderate	STR+1D	Retractable (12 cm → 1 m)	RoE:60
Ssi-Ruuvi Fft Knife	2000	4	Moderate	STR+1D	+1 diff level for non-clawed	TaB:139
Merisee Loag Curved Dagger	3000	4,R	Easy	STR+1D	3D poison x5 rd	AJ14:137
Standard Spear	60	1	Easy	STR+1D+1		Gal:82
Ekkar Arms D'skar Dagger	150	3	Moderate	STR+1D+1		PG3:50
Rodian Ceremonial Dagger	160	3	Easy	STR+1D+1		CRO:41
Rantok Serrated Dagger	1500	4	Difficult	STR+1D+1	2hand: ↓diff 1 lvl, STR+2D+1, user can't parry	GD:11
Ekkar Arms Ar'gor Blade	175	3	Moderate	STR+1D+2		CRO:47
Rodian Razor-Stick	1200	3,R	Moderate	STR+1D+2	Diff *Stamina* to avoid 1D/rd	GG10:65
Alliance Infiltrator Multi-weapon	2000	3,X	Easy	STR+1D+2	Combo blade, club, garrote	RoE:60
Standard Axe	100	1	Moderate	STR+2D	Max 5D	Gal:82
Standard Sword	125	1	Moderate	STR+2D	Max 6D	AJ2:203
Ekkar Arms Coyn'Skar Polearm	400	3	Moderate	STR+2D	Hook: V. diff, STR+2, disarm	PG3:50
Xana MSW-9 Molecular Stiletto	400	4,R/X	Moderate	STR+2D	Retractable 30 cm blade	GD:69
Alliance Slicewire	2000	4,X	Difficult	STR+2D	Can be used vs. speeder/ship	RoE:58
Bitthaevrian Dematoil Morningstar	3000	4,X	Moderate	STR+2D	$200, Av 2 for Bitthaevrians	GD:9
Trandoshan Thrar'kor Blade	1500	3,R	Moderate	STR+2D+2	+1 diff level for non-clawed	AJ4:234
Togorian Sc'rath Scimitar	3000	4,R	Moderate	STR+2D+2	$1000, Av 2 for Togorians	AIR:74
Scitrok Monk Ceremonial Scimitar	3000	4	Difficult	STR+3D	Max 6D+2, miss >10: dmg self	GG8:84
Ekkar Arms Sat'Skar Sword	700	3	Moderate	STR+3D+1		PG3:50

Powered Melee Weapons

Model	Cost	Avail	Diff	Damage	Special	Source
Sabrashi FSI-200 Fear Stick	600	4,F	Moderate	2D Stun	Diff *Stamina/Willpower* not to flee	Gal:68
SoroSuub CS-12 Stun Master	575	2,R	Very Easy	4D+2 Stun	5 chg, +2D vs scanner, +1D vs *Search*	GD:10
Koromondain SVT-300 Stun Cloak	1500	2	Moderate	5D Stun	3 chg, Easy hit if attacking Diff parry for attacker to avoid	GG10:86
Standard Vibro-shiv	200	2,F	Easy	STR+1D	Max 6D	Gal:82
Sancretti Rodian Cryogenic Whip	350	3,F/R/X	Moderate	STR+1D	4D stun, Mod *Stam* or -1D dex	Gal:70
Merr-Sonn Z2 Stun Baton	400	2,R	Easy	STR+1D	Phys -or- 5D stun	GD:12
Palandrix Power Cane	400	3,F/R/X	Easy	STR+1D	Point: 1D-5D (set), Mod diff	Gal:69
Merr-Sonn Taser Staff	500	2,R	Easy	STR+1D	50 chg, may do 5D or 5D stun	GD:13
TholCorp Neuronic Whip	700	4,X	Easy	STR+1D	Phys -or- 5D stun	GD:10
Merr-Sonn Vibrobayonet	300	2,F	Easy	STR+1D+2	May affix to rifle	Gal:82
LaserHone Talon Vibrodagger	50	2,R	Easy	STR+2D	Max 6D	GD:13
SoroSuub Controller Force Pike	500	2,R	Moderate	STR+2D		Imp:124
Togorian Yil Tribe Scimitar	8500	4,F/R	Moderate	STR+2D	4D stun	Gal:70
Greel Logging Vibro-Saw	400	1,R	Moderate	STR+2D+1		GD:14
Merr-Sonn Z6 Stun Baton	300	2,R	Easy	STR+2D+2	Stun only	GD:11
Standard Vibroblade	250	2,F	Moderate	STR+3D	Max 6D	2RE:228
LaserHone Duelist Vibrorapier	300	2,R	Moderate	STR+3D	Max 7D	GD:14
Power Sword	600	2,R	Difficult	STR+3D		DE:42
Standard Vibro-Axe	500	2,R	Moderate	STR+3D+1	Max 7D	2RE:228
Yalandross Jengardin Double-VB	6000	4,R/X	Difficult	STR+4D+1	Max 8D, 2-hand, miss>10: dmg self	Gal:69

Thrown Weapons

Model	Cost	Avail	Range	Damage	Special	Source
Kerestian Darkstick	4000	3,X	5-10/30/50	4D+2	Uses (A)*Darkstick* skill, curved energy blade; if hit by>5: auto catch	GG12:47
Tunroth *Klirun* Bow	400	4	3-10/40/140	5D (arrow)	Req. 3D Str, stun arrow: 4D+2	AIR:30
Chestrashi Void Spear	5000	4,F/R/X	5/10/20	STR+1D	Diff *Stamina* q5min or 6D dmg	Gal:86
Curva Blade	400	3,R	3-5/8/15	STR+1D	Mod *Thrown Weapons* to catch	AJ:79
Standard Throwing Knife	50	1	2-3/5/10	STR+1D	Max 6D	2RE:228
Rodian Repulsor Razor	3000	4,F/R/X	25-50/150/300	STR+1D+2	Max 6D; if hit>5: lodged, can drag with opposed Str roll	Gal:89
Whiphid Tarpoon	2500	3	3-5/10/20	STR+2D		SEPG:87
Mistryl Zenji Needle	3000	4	3-5/10/20	STR+3D+1	STR+1D without specialized skill	GD:15

Weapon Accessories

Accessory	Cost	Avail	Special	Source
Standard Scope	250	2	+1D to aim	-
SoroSuub True-Site System	500	2,R	Projected hologram crosshairs, +1D to aim	GD:88
BlasTech RamTek Portable Recharger	750	4,F	Recharges pack in 2 minutes, portable	
Merr-Sonn Ranging Macroscope	750	2,R	+3D to med/long range; requires Mod *Sensors* roll	RoE:41
Novaless Soni-Optics Target Imager	800	2	+1D+2 to aim within 50 m	Gal:79
Merr-Sonn Silencer	1200	2,R	Absorbs sound, eliminates Perception check to hear	RoE:62
Blaster Gas Canister	1250	2,F/R	Automatically reloads power pack in 10 rounds	RoE:67
NeuroSaav 3K40 Targeting System	5000	2,R	Link up to 5 armor-mounted weapons, +1D to hit	H&S:12

Grenades

Model	Cost	Avail	Range	Radius	Damage	Special	Source
Nacht-5 Smoke Grenade	25	2,R	3-7/20/40	0-3	-	+2D to all sight checks	RoE:66
Czerka T289 Gas Grenade	325	2,X	0-8/16/25	0-2/20/40	4/2/1D	Stun	GD:41
0033X Incendiary Grenade	300	1,R	3-7/20/40	0-2/4/6/10	4/3/2/1D	Fire	GD:42
Czerka Spore/B Stun Grenade	300	2,X	0-8/16/25	0-2/20/40	4/3/2D St.	If resist wild=1: resp failure (mort wound)	GD:41
Credit Case Surprise	75	2	-	0-3/6/9/12	5/3/2/1D	Stun, 60° arc	Gal:75
Sessian I-79 Concussion Stick	100	3,F/R/X	3-4/7/12	0-1/2/4	5/4/2D	Stun	Gal:68
Ssi-ruuvi Gas Grenade	1000	4	3-7/20/40	0-5/10/15	5/4/2D	If dmg>Str: uncon 2D h	TaB:140
BNO Impact Grenade	50	2	3-7/20/40	0-2/4/6/10	5/4/3/2D		RoE:69
C-16 Frag Grenade	200	1,R	3-7/20/40	0-2/4/6/10	5/4/3/2D	May be set/timed	2RE:233
Merr-Sonn C14A Stun Grenade	450	2,R/X	0-8/16/25	0-2/20/40	6/5/3D	Stun; rechargeable	GD:42
Merr-Sonn G20 Glop Grenade	275	2,R/X	3-7/30/60	0-1/3/5	6/5/3D	Dmg = Str to break	GD:42
Galentro Anti-Vehicle Grenade	750	2,R/X	3-7/20/40	0-2	7D	Speeder or character	GD:41
Caelli-Merced Ice Spike	800	2,F/R	1-2/5/8	0-1/4/6/8	8/6/4/2D	Ice	BSS:104
Thermal Detonator	2000	2,X	3-4/7/12	0-2/8/12/20	10/8/5/2D	0-3 round timer	2RE:233

Mines and Explosives

Model	Cost	Avail	Radius	Damage	Special	Source
Standard Detonite Cube	50	2	1 per cube	1D/cube	Speeder, requires detonator	2RE:63
Merr-Sonn Pre-Shaped Charge	200	2,R	0-2	2D	Speeder, mod diff, +2D dmg	GD:45
Merr-Sonn Flex-5 Detonite Tape	1500	2,X	0-0.5	3D	Per 5 m	GD:44
TasCorp Blaststick	50	3,F	0-2/4/6/8	3/2+2/2/1D	Speeder; requires detonator	AJ15:187
Standard Mine	750	2,X	0-2/4/6/10	5/4/3/2D	Speeder	2RE:234
Sorosuub XG Anti-Grav Field Mine	40	2,X	0-2/4/6/10	6/5/3/2D	Speeder, trigger by repulsor	RoE:69
Merr-Sonn LX-4 Proton Mine	750	2,X	0-5/8/12/20	6/5/4/3D		Imp:129
Mesonic E-Mag Mine	200	2,R/X	Vertical	7D	6D to detect <25m above ground	GD:44
Lowickan Firegem	45000	4,X	0-50/100/300	8/6/4D	Walker	GD:45
Mesonics Focalized Explosive	2500	2,R/X	0-2	10D	Speeder	GD:46
Alliance Baradium Thermal Well	4000	4	0-1	10D	1 on wild – premature expl.	RoE:70
Gatrellis Plasticene Thermite Gel	1000	2,X	Area of gel	20D/kg	1 kg = 20 m², 6 rounds/kg	GD:46

Vs personnel/speeders: *Demolitions* roll to set = *Search* to find and *Dodge* to avoid
Vs fixed objects: difficulty based on structure (easy = wood, V.diff = heavily armored door), +1D dmg per 5 over roll

Standard Body Armor and Vests

Model	Cost	Avail	Cover	Phys	Energy	Special	Source
Standard Camouflage Fatigue	100	3	All	-	-	+2D *Sneak* if >35m, may overlay	GG5:62
A/KT Camouflage Poncho	250	1	All	-	-	+1D *Sneak*, +2D if >35m, may overlay	RoE:33
A/KT Shadowsuit	600	3	All	-	-	+2D *Sneak*, includes vs sensors/IR	RoE:34
Syncronics ENVC-370 Body Glove	4000	3,X	2-6	-	+1D	Can underlay, destroyed if wounded	GD:59
Creshaldyne Barabel Microbe Vest	30000	4	2-3	-	+1D	+1 for each blaster hit up to 3D, -1 for each 3 min without, destr if >4 dmg	Gal:85
Karflo Thinsuit	900	2	2-6	+1	-	Air filter, -30-100°C, may underlay	RoE:33
Voyage Light Scout Armor	700	2	All	+1	+1	Binocs, air filter, +1D *Sneak* in nature	RoE:34
Shockball Uniform	50	1	2-6	+2	-	Helmet: +1 phys	CRO:77
Malik A-5 Envirosuit	1000	2	All	+2	+1	-1D Dex, -60-150°C, air filter (6h supply)	Gor:84
SeaScape Hardshell Aquasuit	400	2	All	+2	+2	-2D Dex on land, +2D Swimming 200m depth, Move 12, 6h air supply	GD:60
Corondexx Blast Vest	3000	2	2-3	+2	+1D	Ablative field, 10 min charge, may stack	GD:49
Core CV14-B Concussion Vest	400	1	2-3	+1D	-	Includes crash and falling, may stack	GD:52
Standard Blast Vest	300	1	2-3	+1D	+1	May stack	2RE:234
A/KT Tuff1 Combat Jumpsuit	500	2	All	+1D	+2		Gal:80
ProTech SupraLink	500	1	All	+1D	+2	-1D Dex, may stack 2 pairs	GD:57
Vectac Versatex Survival Suit	1050	2	All	+1D	+2	Air filter, comlink, lamp, -30-100°C May change color in hours	GD:57
Creshaldyne Camo Armor	1500	2	2-6	+1D	+2	+1D difficulty to find if motionless	GD:49
Castaan Staad Twi'lek Armor	750	3	2-3	+1D	+1D		GD:50
Locris Smasher Armor	1250	3	All	+1D	+1D	+2D Str dmg, climb/jump, lift checks	GD:60
Drolan TYI Flex-Armor	2000	3	All	+1D	+1D	-1D Dex; may modify to +2D phys only	GD:54
Koromondain Mk-45 Vest	1250	1	2-3	+1D+2	-	May stack	GD:56
Creshaldyne Riot Armor	500	2	2,3,5,6	+2D	+1D	30m IR motion sensor; 5-6 front only	GD:50
Ubese Raider Armor	1000	3	1-3	+2D	+1D	Air filter, no visual stun damage	GD:61
Corellian 611 Combat Armor	5000	3,F	1-3	+2D	+1D	+10 to swimming difficulty	GD:50
Rodian Chattza Protector Armor	5000	4,X	All	+2D	+1D	-1D Dex, worn by Rodian sec forces	SEPG:12
Corellian A3AA Def. Module	8500	4,X	All	+2D	+1D	-1D Dex, ↓blaster dmg received 2D	GD:48
Arelik Armor	10000	4,X	1-4	+2D	+1D	-1D Dex, +1D *Search*, IR sensor, air filter	GD:48
Min-Dal JX4 Gladiator Armor	50000	4,X	All	+2D	+1D	Jet pack (10 chg, move 100), Conner Net Gun (L), Vibro-Shiv (R)	GD:54
Ekkar Coynite Battle Armor	150	3	All	+2D	+2D	-1D Dex, Coynites/allies only	GD:51
Core World Dura-Armor	8000	3	All	+2D	+2D	-2D Dex/Per	GD:53
Salus Corp Stalker Armor	8000	3,R	All	+2D	+2D	-2D Dex, cannot hide/sneak/swim Tangle gun (R): 3-10/30/60, 4D stun Flechette rifle (L): 3-10/30/60, 5D Retractable blade (R): STR+2D Sensor/targeting: +1D hit and *Search*	GD:60
Simcronics MagnaForce Wrist-worn Security Shield	25,000	4,R/X	All	-	4D	Easy *Melee Parry* to activate, creates shield 50 cm in diameter. To use: roll *Melee Parry*, if > attac, treat as cover with 4D body; lasts 2 minutes	Gal:92

Military-Issue Armor

Model	Cost	Avail	Cover	Phys	Energy	Special1	Source
Imperial Scout Trooper Armor	8000	3,X	All	+2	+2	MFTAS, binocs (1 km), sensors (+2D *Repulsorlift Op*), util belt, body glove	RoE:100
A/KT Espo Blast Vest/Helmet	200	2,R	1-3	+1D	+1	-1 Dex, helmet/vest 200 apiece	GD:53
Imperial Gunner Armor	1000	3,X	All	+1D	+2	+2D Capital gunnery	GG1:55
Imperial COMPNOR Armor	2000	4,X	All	+1D	+2	Worn by Imperial intelligence	RoE:96
Imperial Field Armor	1000	3,X	All	+1D	+1D		GG3:40
Imperial AT-AT Operator Armor	3000	3,X	All	+1D	+1D	-2 Dexterity, internal comlink	GG3:38
Rebel Raptor Commando Armor	5000	3,X	All	+1D	+1D		CTD:37
Imperial Storm Commando Armor	10000	3,X	All	+1D	+1D	MFTAS (+3D Per), binocs (1 km), +1D *Sneak*, util belt, body glove	RoE:102
Espo Riot Armor	4000	3,X	All	+2D	+1D	-2 Dex, 2-6: -1 resist (+1D+2/+2)	GD:54
Coruscant Guard Armor	6000	3,X	All	+2D	+1D	-1D Dex, null darkness penalty, air filter, comlink scrambler, body glove	RoE:102
Imperial Stormtrooper Armor	10000	3,X	All	+2D	+1D	-1D Dex, comlink, body glove, MFTAS, util belt	2RE:234
Goroth Planetary Police Armor	8000	3,X	All	+2D	+1D+2	-1D Dex, 10h air, -75-170°C, comlink, MFTAS, survival kit, 150km beacon	Gor:86
Imperial RadTrooper Armor	25000	4,X	All	+3D	+1D	-1D Dex, comlink, radiation-proof, body glove, MFTAS, util belt	RoE:101
Imperial Dungeoneer Armor	50000	4,X	All	+3D	+2D	+1D *Search* <10m, air supply, unique key fastener	DE:41

MFTAS (Multi-frequency target assessor system): +2D Perception in low visibility, +2D to hit targets moving >10 m/rd
Imperial utility belt: high-tension wire, grappling hooks, spare power packs/comlink, flares, 2 medpacs, camo-tent, rations

Weapons, Armor, and Equipment

Powered Armor

Model	Cost	Avail	Cover	Phys	Energy	Special	Source
Galax Systems Powersuit	500	2,F	2-6	-	-	-1D Dex, +3D *Lifting*	CRFG:54
GTU AV-1S Scout Armor	7500	3,F	All	+1D+1	+1D	-1D Dex, +1D Str; Engine: move 20, ceil 100m Vis: IR (200m), if flash: Mod Per or 4D stun 100m lamp, comlink (50km), binocs, enviroscanner, 5 auto-patches, 36h power, 5m prep	Gal:80
Corellian PowerSuit	2500	2,R	All	+2D	+1D		2RE:234
Corellian HuntSuit	2900	3,R	All	+2D	+1D	-1D Dex, +1D *Lifting*, +1D *Search* <50m	GD:51
GTU AV-1C Combat Armor	12000	4,X	All	+2D	+2D	-1D Dex, +2D Str, fail = stop 1D rd, 4D stun Engine: move 20, ceil 100m Vis: IR (200m), if flash: Mod Per or 4D stun 100m lamp, 2 weapon links (+1D hit), comlink (50km), binocs, 5 auto-patches, 24h power, 10 min to put on	Gal:81
Krail Model 210 Personal Armor	26000	3,X	All	+2D	+2D	-1D Dex, Move 16, +1D *Lifting*, +1D *Search* 20m magnetic grappler, winch, 2h air supply	GG9:31
Malgon X5 Armor	45000	4,X	All	+2D	+2D	-2D Dex, +1D Str, +1D *Search*, no sneak/swim Flame Projectors: 1m wide, 1-5m long, 5D	GD:57
GTU AV-1A Assault Armor	50000	4,X	All	+2D+2	+2D+2	-2D Dex, +3D Str, fail = stop 1D rd, 4D stun Engine: move 20, ceil 100m Vis: IR (200m), if flash: Mod Per or 4D stun 100m lamp, 2 weapon links (+2D+2 hit), Auto-medpac system (4D First Aid), comlink (50km), binocs, 5 auto-patches, ejection (if 1-2 on 1D), 12h power, 15 min to put on	Gal:81
SoroSuub NLZ5-11 Dragon Armor	60000	4,X	All	+3D	+2D	-2D Dex, +1D Str, cannot Hide/Sneak/Swim, Move 7, 180° vision, +2D Per/*Search*, +1D hit at med/long range, 2h air supply Defensive blaster (helmet): 3-4/8/12, 3D Twin Flamers (L): 1m wide, 1-5m long, 5D Mini-missile lnchr (shldr): 3-40/120/400, 5D	GD:52
Mili-Corp DZ 17X Nemesis	60000	4,X	All	+3D	+2D	-2D Dex, +1D Str, no hide/sneak/swim, Move 7 180° vision, +2D Per/*Search*, +1D hit med/long DEMP gun (L): 3-4/8/12, 3D ion Light repeating blaster (R): 3-50/120/300, 6D	GD:58
Llalik Designs Sunder 9 Prototype	100000	4,X	All	+3D	+2D	-1D-2 Dex, +1D+2 Str, +2D *Swimming*, Move 14 underwater, 270° vision, +1D Per, +2D *Search*, sonar/IR, 4h power, 6h air supply Rocket pack: 90m horiz, 50m vert, 12 charges Blaster cannon (L): 1-50/100/500, 6D Flame projector (R): 3m, 5D	GD:61
Mon Cal Leviathan Armor	75000	4,X	All	+3D	+3D	-3D Dex on land, -1D Dex underwater, +3D Str Cannot Hide/Sneak/Swim, Move 5 on land, 15 underwater, 180° vision, +2D Per/*Search*, +1D hit at med/long range, body glove Duo-Flechette Rifle (R): 3-10/30/60, 4D Mini-Torpedo lnchr (shldr): 3-10/120/350, 5D	GD:55
Cozell Juggernaut 510 Combat Power Armor	80000	4,X	All	+3D	+3D	-3D Dex, +3D Str, cannot Hide/Sneak/Swim, Move 5, 180° vision, +2D Per/*Search*, +1D hit at med/long range, body glove Med repeating blaster (R): 3-50/120/300, 7D Grenade lnchr (L shldr): 1-250/350/500, 5D Retractable claws (L): STR+2D	GD:55

Medical Equipment

Item	Cost	Avail	Function (FA = First Aid, W = wounded)	Source
SyntheCure Spray Plasto-Cast	35	1	Easy *FA* or mod *Survival* roll, +2 to next healing roll	Gal:41
SMC MDS-50 Diag Scanner	75	1	Easy *FA* for basic info, Mod for specific ailment, no rec's	Gal:39
Standard Medpac	100	1	Heal 1 lvl. **St:** VE, **W/W2:** Easy, **Inc:** Mod, **MW:** Diff; ↑1 diff/use	2RE:226
Adventure H&H DuraShelter	120	2	+1D *Survival*, +2D *Hide*, size of datapad when collapsed	RoE:39
Nilar Field Cauterizer	200	3	Heals stun damage, roll as medpac for bleeding wounds	Gal:38
Xarnin GRS-600 Replar Splint	200	2	Easy *FA* (mod for extreme frac), negates movement penalty	Gal:40
Fabreth Shock Cloth	250	2	+2D *FA* to heal **Inc** or **MW**, ↓1 diff than medpac, 5 uses	Gal:38
Jassim QuickMed Med-Aid	250	2	Single use: +1D to *FA* rolls (still requires Medpac)	GD:82
BioTech FastFlesh Medpac	500	2	Heal 1 lvl: **W/W2:** 5, **Inc:** 10, **MW:** 15; only use 1/day or MW	RoE:39
BioTech Mk16 Enzymer	500	1	Diff *FA* roll, produces counteragent to known pathogens	AJ14:59
Chiwab ECM-598 Backpack	600	2	Diag scanner, medicines (mod *FA* or VE (A)*Med*), procedure comp (Easy *Computer* for +1D *FA*), O₂ mask, cautery, laser scalpel (diff *FA*), portable repulsor-stretcher (150 kg max), tourniquets, heating units, 2 IV bags (mod *FA* or VE (A)*Med*)	Gal:38
Sluissi SGB-543 Pressure Patch	750	2	Easy *FA*, negates W/W2 penalty, Inc can act as W (not healed)	Gal:40
BioTech Medkit	1200	2	10x medpac, can use (A)*Med* for field surgery (uses all)	GD:82
Athakam II Med Unit	3000	1	Has FA 5D, (A)*Med* 1D, portable (20 kg), 10 uses (can restock)	Gal:45
Cryoncorp Mediscan 21	3000	2	+1D to *FA*/(A)*Med*, same diff as Medpac to setup	GD:103
BioTech RFX/K Medisensor	5000	2	+2D *FA*/(A)*Med* if linked with med comp (300m civ, 2km mil)	RoE:39
Kirgalis Abyssin Grafting Patch	5000	3	Diff *FA* or Easy (A)*Med*, time: W/W2 2D h, I 8D h, MW 2D d	Gal:38
Mahled Servo Slippers	5000	3	Negates high-gravity penalties	Gal:45
Hadrassi PFG-700 Protein Repl.	5500	3	Diff *FA* roll, can replicate 2 L blood in 1 h	Gal:39
Zaltin/Xucphra Bacta Tank	8000	3	Heroic or VE (A)*Med*, time: W/W2 1D h, Inc 4D h, MW 1D d	2RE:99
Athakam/RMSA BioScan Unit	13000	3,F	+2D to *FA*/(A)*Med*, Easy-Diff Computer to setup, not mobile	GD:101
Praxen PSP-278 Survival Pod	13500	2	Easy *Computer*, mod *FA* for W/Inc, +1 lvl for MW; cannot worsen	Gal:40
Athakam Hyperbaric Chamber	50000	3,F	Can create comfortable atmosphere for any species/condition	SotE:112

Security Device Countermeasures

Item	Cost	Avail	Function	Source
Duwani UniSlice Code Slicer	2000	3	+1D *Security* to bypass code- or combination-based devices	GD:96
Opirus KL-543 Tri-Laser Engraver	4000	3,F/R	Enables forgery, requires protective eyewear	GG11:86
BothiCorp VoiceBox Duplicator	5000	2,X	Able to break voice locks; *Security* roll vs. lock's diff rating	GD:99
Shipboard Security Jacking Kit	8000	4,F/X	+3D *Security* to break a ship's security system	GD:99
Typical Lock-Breaking Kit	8000	4,R/X	+2D *Security* to bypass locks	RoE:45
Illicit Electronics Flesh Camo	12000	4,X	Retina/Flesh/Vox/Card: -1/3 *Computer* roll to *Security/Con*	Gal:55
Fingerprint Masque	15000	4,X	Easy *Computer* to create duplicate, V.diff if from scratch	GG11:84
Outlaw Tech Lock Breaker	25000	3,X	Mod *Security*, diff *Computer*, 1000 Cr per system profile	TT:188
Retinal Disguiser	25000	4,X	Easy (A)*Med* for pre-existing pattern, V.diff if from scratch	GG11:84
Corellidyne Doubler Suit	30000	4,X	Diff *Computer* to set image, Easy *Med* to project V.diff *Search* to determine true vs. double	GG10:88
Master Coder Chip	200000	4,X	+1-+4D for any electronic system; failure or 1 on WD = alarm	GD:98

Security Devices (Locks/Cases/Trips)

Item	Cost	Avail	Function	Source
Alliwoc Vennoc-x Chronometer	50	1	Hidden compartment 4x4x2 cm	Gal:44
BlasTech MS34 Motion Trip	100	2,F	Diff *Security* to set, Diff Sneak to pass, 4m range	RoE:42
SoroSuub Heat Sensor Trip	100	2	Easy *Sensors* to set, 20 m range, 45° arc	RoE:42
Locris MLC-50 Magna Lock	150	2	VE *Security* to set, +2D damage resist	Gal:31
MerenData Imperial Holoseal	200	2	V.diff *Security* to remove, can place on any closed device	PSG:51
SoroSuub Wanderer Chest	200	1	Mod *Security* to break, vacuum-seal, 6D Str resist dmg	GD:76
Zone Ltd. Pressure Plate Trip	300	2,F	Attach to blaster/bomb/alarm, set specific weight to trip, Moderate *Search* to find	RoE:42
Merr-Sonn LCT Laser Trip	350	2	Easy *Computer* to set, attach to blaster/bomb/alarm	SEPG:84
Novaplex Monofil Screen Guards	450	4,F/R/X	80 cm long, V.diff *Search* to find, 6D damage to characters running into it (9D if moving above Move)	Gal:31
Zone Ltd. Repulsorfield Trip	500	2	Easy *Sensors* to set, can set field intensity	RoE:43
Casilis BiVVoL Voice Lock	650	3	Easy *Communications* to encode; need interface device and Mod *Communications/Forgery* to break	Gal:12
Varge Cipher Combo Lock	750	2,F	Diff *Security* to install, Diff to bypass	PSG:55
Varge CS20 Console Lock	800	2	Diff *Security* to install, Mod to bypass, requires 6 rounds	PSG:56
Aratech Cardset System	1000	2,F	Diff *Security* to install, V.diff to bypass	PSG:55
Veredictas Bith Retinal Lock	1200	3	Easy *Computer* to set, for computer-based devices	Gal:59
Varge Ranged Lock	1250	2,F	V.diff *Security* to install, 30m range to open, V.diff to bypass	PSG:55
Ecls R-Roll Sleight Box	2000	3,X	Repulsor bottom negates weight, diff *Sensor* to detect	PSG:52
Arakyd 2500 Ship Dead Lock	2500	2	V.diff *Security* to install/break, kills power if failed	PSG:56
Telex-Delcor Stun Steps	2500	2,F	5D stun, to find: *Search* vs. *Security* roll at install	AJ13:158
Veretrex SCT-100 Bith Hiding Cube	3000	4	Hides in wall, Mod Perception to find, V.diff *Security* to break, 4D Str to resist damage	Gal:28

Restraint Devices

Item	Cost	Avail	Function	Source
Loris MCI-100 Magnacuffs	75	2,F	Str 6D+2 to contain	GG10:89
TaggeCo Biodegradable Cuffs	75	2,R	Str 6D to contain, dissolve in 36h, solvent can dissolve sooner	GD:70
Blas-Tech AR-101 Stun Cuffs	100	2,F	Equal to target's Str, do stun damage equal to Str if struggles	GD:73
Loris MCI-200 Magnaharness	200	2,F	Str 8D to contain	GG10:89
Dendratis Bio-Cocoon	2000	3	Mod *Brawl Parry* to avoid; -1D Dex/1D Stun per rd	Gal:53
Damorind S-3 Force Cage	7000	3	Easy *Security* to set, Str 7D to contain, 1D-7D stun/nml dmg	GG10:89
Slave Collar/Director Unit	10000	3,R/X	2-5D damage directed by controller, self-destruct: 8D	GD:72
Ubrikkian R-Tech Man Trap	10700	3,F	5-15D gravity vs. Str to resist; gravitational trap	GG10:90
Imperial Energy Cage	100000	4,X	Str 15D to contain, blocks Force (+15D diff), Move 15	GD:74

Reconnaissance, Surveillance, and Sensor Equipment

Item	Cost	Avail	Function (*Sensors* range: easy/mod/diff)	Source
SuriTech Disposible Toximeter	20	2	Flat 10 cm sticker, indicator changes color if exposed	PSG:48
NeuroSaav MacroMotion	40	3	+1D *Search* for motion <50 m	GG10:91
Zone Ltd. Motion Security Scan	50	2	0-25/50/100; motion only	RoE:42
Jassim VX3 Wide Binocs	100	1	+1D *Search* >20m	GD:90
Ziko 1000 Field Macrobinocs	100	1	100-250/500/1k; +3D *Search*/Per if succeed	RoE:40
Zzip Transponder Ring	100	2	VE *Sensors* to locate, 200m range	Gal:36
Fabritech A-11 Cargo Scanner	150	1	VE *Sensors* to determine size of cargo/bays, mod for other	AJ4:169
Ziko 1125 Strap Macrobinocs	200	2	100-250/500/1k; +3D *Search*/Per, +2D aim med/long	RoE:40
SuriTech Ez1 Food Analyzer	250	2	VE Survival to use, *Sensors* diff based on toxin	Gal:65
Culcanis Tagger Dart/Tracker	250	3,F	5mm dart, 5m hit range; broadcast q5min for 40h, 1.2 km	Gal:62
Chandriltech PX-7 Heat Sensor	250	4	Easy *Sensors*; 100m range, hand-held	Gal:32
Drolan IR Goggles	300	2	-2D to dark modifier; if flash, diff *Willpower* or blind 1D rd	GD:89
Drolan Snooper Night Macrobinoculars	300	2,R	+2D *Search* in low-light (not including darkness modifier); photoreducing sensors negate flash	GD:90
VidGraph Peer Snooper MBs	300	2,R/X	50-120/250/500; +3D *Search*/Per, +2D vs darkness	RoE:41
NeuroSaav Telesonic Pickup	450	2	50-100/250/500; +1 lvl to magnify, +2 lvl to filter	RoE:41
Arantha OTM900 Orbital Monitor	550	2	15 LY reception, *Comm* to tap, does not include translation	Gal:60
NeuroSaav 8932/D Sensor Pack	650	2,R	0-50/150/300, +1D *Sensors*; lifeform or comm trans	2RE:227
Kystallio RMD-20 Eye-in-the-Sky	800	2	Easy *Sensors* set, 200m ceil, move 45, range 10k, 5h power	Gal:60
DataLink 250 Hover-Cam	900	2,F	Floats 1m, follows spoken directions, records A/V/holo	Gal:45
Astroserver Rover Tracker	1000	2	Dist/dir/speed, ↓diff 1 lvl for *Search*, 3 km range	CRF:21
NeuroSaav 9320/B Sensor Pack	1200	2,R	0-50/150/300; detects life, comm, movement, energy	RoE:42
NeuroSaav ChemDetect "Sniffer"	1500	2	Detects and identifies chemicals; range and difficulty based on wind/humidity	RoE:41
MicroThrust Sensor Scrambler	1825	3,X	Mod *Sensors*, jams sensors <200 m; Diff *Sensors* to unscramble	RoE:44
NeuroSaav TT4 Holorec MBs	2000	2	100-250/500/1k; +2D *Search*/Per, can record 3h	GD:88
Courier Communications Scan	2500	2	Easy *Sensors* to tap; 2 km range	RoE:42
Vreshann Gotal EM Scanner	2500	3	Mod *Sensors*, range 100 m; # persons and approx. size	Gal:61
Cryoncorp Lifedet Bioscanner	2800	2,F	0-500/1/1.5, can determine species if pre-loaded (*Alien Sp*)	GD:103
Rhinsome SureSnoop Tracker	3000	4	Dist/dir/speed, ↓diff 1 lvl for *Search*, 5 km range	CRF:21
Audio Sheer Silence Generator	3000	2	4D to resist audio detection; fail = only bubble detected	RoE:44
MicroThrust ComTech Eavesdrop Protection Jammer	3400	3,X	Mod *Comm* to jam all comlinks <150 m; Diff *Comm* and Diff *Computer* to tap; disrupt particular network	RoE:44
Idellian ILF-5500 Lifeform Scan	3500	2	0-500/1/1.5, can program IDs; 4D *Alien Sp* built-in for race ID	RoE:42
Fabritech CN-15 Camo Net	3500	2,R	15x15 m, +2D diff to detect with sensors >250 m and visually	RoE:44
Saldalith Veridicator 200	4000	4,R	Easy *Sensors*, 4D+2 to detect falsehood (e.g. *Con*)	Gal:37
Fabritech 7000 Geoscanner	4800	2	0-500/1/2k; minerals, underground features, heat, seismic	GD:103
Vector Tech AA-2 Keeper	5000	4,X	Implanted under skin, distance/direction/speed, range 25k 8D dmg if removed without password or out of range	WHSV:77
Fabritech 9000 Energy Scanner	5600	2	0-500/1/2k; energy only (type, intensity, effect, origin)	GD:102
BlasTech Weapon Detector	5600	2,R	5D or +2D *Search* for energy weapons	GD:101
Zzip ChaumScanner-5 Brooch	6540	3,F	4D to detect toxins, 7D if programmed (diff *Sensors*)	CRO:34
CorSec Autoscan Weapon Detect	7200	2,F	6D *Search* for energy weapons; stationary	H&S:52
Taptronics CovOps MkIII Unit	8000	2,R	+2D *Sensors*, can auto with 4D skill; motion, heat, sound	H&S:52
Blas-Tech Search-Scan 4	9800	2,R	0-3/7/25, +1D *Sensors*; structure (e.g. hidden), energy, life	GD:104
Imperial Force Detector	9900	4,X	Determine force sens, presence of DSPs, diff *Sensors*, 5 rd	GD:102

Availability (House Rule)

Roll *Streetwise, Business, Bureaucracy,* or *Law Enforcement* to find an item based on the character and how it would be obtained: **1** = Very Easy, **2** = Easy to Moderate, **3** = Difficult, **4** = Very Difficult

Added cost if Black Market, gov't bribery/fees, finder fee, etc: **F** = +50% cost; **R** = +5 diff, 2x cost; **X** = +10 diff, 3x cost

e.g. BlasTech Sharpshooter V Carbine: 1200 Cr & 2,X would be Easy/Mod +10 (16-25) difficulty to find and 3600 Cr

At creation: may waive roll and fees for 1-3, F, R (no 4 or X unless the item especially pertains to the character, e.g. a Togorian looking for a Togorian Scimitar, a Ssi-Ruu looking for a paddle beamer or gas grenade, etc.)

Starships, Vehicles, and Modifications

Space Yachts

Ship	Cost (new)	Scale	Size (m)	Cargo (T)	Crew, Skel/mod	Psgr	Food (mo)	HD/back	Space	Maneuver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
SoroSuub Luxury Cruiser 200	125,000	SF	100	15	2,1/+10	28	3	x2/12	4	1D	6D	1D	10/0D	25/1D	40/2D	2/3D	None						P&P:71
Hyrotil *Jemlaat* Sail Yacht	100,000	SF	22	25	1	-	½	-	3	1D	3D	-	10/0D	20/1D	40/2D	2/3D	None					Uses *Archaic* skill	AJ15:45
SoroSuub 1550-LEX Space Yacht	200,000	SF	30.4	50	2	6	1	x2/12	5	1D+2	3D	1D	10/0D	20/1D	40/2D	3/3D	None						AJ13:248
SoroSuub Luxury 2800 Yacht	225,000	SF	37	75	1	8	1	x2/12	7	1D	2D+2	1D	10/0D	20/1D	40/2D	2/3D	None						AJ11:171
SoroSuub Luxury 3000 Yacht	250,000	SF	50	100	1	10	1	x2/14	5	1D	2D+2	1D	25/1D	50/2D	75/2D+2	2/4D	None						P&P:70
Ghtroc *Luxurious*-class Yacht	350,000	SF	31	30	1	8	2	x2/12	6	1D	2D	1D	15/1D	30/2D	45/3D	6/4D	None						CC:67
Mindabaal Pleasure Yacht	400,000	SF	30.1	35	2	8	1	x1/14	8	2D	3D	-	10/0D	25/1D	40/2D	2/3D	None					+5 bonus to modify	P&P:71
Baudo Star Yacht	400,000	SF	32	35	1	8	2	x2/7	10	1D	4D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	2D		P&P:71
Aavman *Extravagance* 11-S Yacht	400,000	SF	44	40	2,1/+10	24	2	x2/10	4	1D	4D	1D	15/0D	25/1D	50/3D	2/4D	None						P&P:71
KDY *Starwind* Pleasure Yacht	1,000,000	SF	50	2	5,2/+5	10	2	x1/15	4	2D	3D+2	3D	10/0D	25/1D	40/3D	2/4D	2 quad lasers	Tur	2D	1-3/12/25	5D		SS:9

Light/Medium Freighters

Ship	Cost (new)	Scale	Size (m)	Cargo (T)	Crew, Skel/mod	Psgr	Food (mo)	HD/back	Space	Maneuver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Arakyd *Helix* Light Freighter	215,000	SF	30.9	35	2	4	1	x2/12	7	2D+1	3D+2	1D+2	15/0D	30/1D	50/2D+1	2/3D+1	2 Plasburst can. (FL) / 2 Ion cannons (FL) / Proton torp lnchr	2D+2 / F / F	1-3/12/25 / 1D / 1D	6D / 1-3/10/20 / 1/3/7	6D / 4D / 9D	+5 to *Sensors* rolls Heavily regulated	AJ5:70
Arden Model 47 Spitrolighter	155,000	SF	30	100	2,1/+5	6	2	x2/12	5	1D	4D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	4D		CA1:12
Corellian *Barloz* Med Freighter	35,000	SF	41	120	2,1/+5	4	2	x2/12	5	1D	4D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	1D	1-3/12/25	3D		SS:53
Corellian HT-2200 Med Freighter	240,000	SF	54.8	800	2	8	3	x2/12	3	0D	5D	1D	10/0D	25/1D	40/2D	2/3D	2 laser cannons	Tur	2D	1-3/12/25	4D	+5 bonus to modify	SS:49
Corellian XS-800 Light Freighter	37,500	SF	30.2	115	1	8	2	x3/15	6	2D	3D	1D+2	10/0D	30/1D	50/3D	2/4D	Double laser cannon	F	2D	1-3/12/25	4D	Cockpit may eject	SS:21
Corellian YL-2200 Light Freighter	100,000	SF	28.2	100	1	6	2	x2/12	4	0D	4D	1D	10/0D	25/1D	40/2D	2/3D	2 laser cannons	Tur	1D	1-3/12/25	4D		GG3:88
Corellian YT-1210 Transport	40,000	SF	35	100	1	4	2	x2/16	4	1D	4D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	4D		P&P:60
Corellian YT-1300 Transport	100,000	SF	26.7	100	1	6	2	x2/12	4	0D	4D	-	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	4D		2RE:254
Corellian YT-1930 Transport	110,000	SF	35	200	2	6	4	x2/12	6	1D+2	4D	2D	10/0D	25/1D	40/2D	2/3D	Double laser cannon	F	2D	1-3/12/25	4D		WH:98
Corellian YT-2400 Transport	130,000	SF	21	150	2,1/+10	6	2	x2/12	4	1D	5D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	4D		SS:17
Corellian YT-2550 Transport	220,000	SF	65.9	800	2,1/+5	10	4	x2/10	4	1D	4D+1	1D	10/0D	25/1D	40/2D	2/3D	2 laser cannons	Tur	2D	1-3/12/25	4D		CA1:3
Corellian YT-700 Transport	36,000	SF	21.7	65	1	4	2	x2/20	3	0D	4D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	1D	1-3/12/25	4D		AJ5:182
CorelliSpace *Gymsnor*-2 Freighter	35,000	SF	31.7	90	1	4	2	x3/15	4	0D	4D	1D	15/0D	30/1D	45/2D	3/3D	Blaster cannon	Tur	1D	1-5/10/17	3D	Old, usually used	DKO:21
CorelliSpace *Gymsnor*-3 Freighter	38,000	SF	34.1	95	1	4	2	x2/-	4	0D	5D	1D	15/0D	30/1D	45/2D	3/3D	Laser cannon	Tur	1D+2	1-3/12/25	4D	Old, usually used	P&P:62
Cuirilla-Raye *Xylines* CRX Tug	20,000	SF	42	255	2	8	½	-	2	1D	3D	-	5/+1	15/1D	25/1D+1	1/2D	Tractor beam	Tur	2D	1-5/15/30	5D		P&P:56
Gallofree *Crinya* Light Freighter	65,000	SF	29.2	90	2,1/+5	7	2	x2/10	6	1D	3D+2	1D	10/1D	25/1D+2	40/2D	4/2D+2	Laser cannon	Tur	2D	1-3/12/25	4D	Pilot may fire at -2D	CC:90
Ghtroc 440 Light Freighter	100,500	SF	28	100	2,1/+5	4	2	x3/15	4	1D	4D	1D	12/0D	25/1D	35/2D	3/3D	Laser cannon	Tur	1D	1-3/12/25	4D	Old, usually used	PC:73
Ghtroc 580 Light Freighter	45,000	SF	37	200	1	6	6	x2/15	4	0D	4D	1D+2	10/0D	30/1D	50/3D	2/4D	Laser cannon	Tur	1D+1	1-3/12/25	4D	Old, usually used	P&P:62
Ghtroc 720 Light Freighter	98,500	SF	35	135	1	10	2	x2/15	3	1D	3D+2	1D	10/0D	30/1D	50/3D	2/4D	Double laser cannon	F	1D	1-3/12/25	4D	Old, usually used	2RE:256
Hyrotil *Crescent* Mk-II Transport	200,000	SF	30	80	1	8	2	x2/10	5	2D	3D	1D	2/0D	4/1D	8/2D	1/3D	Light blaster cannon	1	1D	1-3/12/25	1D		SS:25
Incom X-23 StarWorker Barge	325,000	SF	38	5000	2,1/+10	0	¼	x4/-	2	0D	3D	-	5/0D	10/1D	15/2D	-	None						P&P:60
Incom X-26 StarHaul Barge	400,000	SF	55	5000	2	0	¼	x4/-	2	0D	3D	1D	10/1D	20/2D	30/2D+2	-	None						P&P:60
Kazellis Corp. Light Freighter	46,000	SF	28	100	2/12	5	2	x2/12	4	2D	4D	2D	20/1D	50/2D	70/2D+1	4/3D	Quad laser cannon	Tur	2D	1-3/12/25	4D+1	Rare, usually used	P&P:61
KDY *Corona* Light Transport	105,000	SF	28.4	80	1	6	2	x2/10	4	1D+2	3D+2	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	1D+2	1-3/12/25	4D		Snov:38
KDY D9 *Runner* Light Freighter	80,000	SF	23	95	2	4	2	x2/16	4	0D	3D+2	1D+2	10/0D	25/1D	40/2D	2/3D	Double laser cannon	F	1D	1-2/12/25	4D		SSR:10
KDY *Stalwart* Light Freighter	42,000	SF	19.7	120	2	5	3	x2/15	5	1D+1	4D	1D	15/1D	30/1D+2	40/2D	1/2D+2	Laser cannon	Tur	1D+1	1-3/12/25	4D		P&P:65
Lantillian GX1 Short Hauler	41,000	SF	27	85	4,2/+5	6	1	x2/12	4	1D	4D	1D	10/0D	25/1D	40/2D	2/2D	Laser cannon	1	1D	1-3/12/25	3D	Pilot may fire (+5 diff)	SS:5
Loronar B-7 Light Freighter	50,000	SF	19	50	1	4	2	x3/10	2	1D	4D	1D	10/+1	20/1D	30/1D+2	3/2D	Light laser cannon	Tur	1D+2	1-2/7/15	4D	Pilot may fire at -2D	DSt:79
Mon Calamari A-Z Z-3 Light Frt	80,000	SF	24	75	1	8	2	x2/15	4	1D	3D	2D*	10/0D	20/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	4D	*2D backup (Easy)	Snov:10
Mon Calamari *DeepWater* Lt Frt	99,000	SF	45	85	1-2	6	2	x2/15	6	1D	3D	2D*	15/1D	30/2D	65/2D+2	5/2D+2	Laser cannon	Tur	2D	1-3/12/25	4D	Can submerge	SS:61
Mon Calamari MC-18 Freighter	75,000	SF	23.6	65	1	5	2	x2/12	4	1D+2	4D	2D*	10/0D	25/1D	40/3D	3/4D	Laser cannon	Tur	2D	1-3/12/25	4D	*4D backup (Easy)	AJ13:128
Mon Calamari *Simiyiar* Light Frt	96,000	SF	26.3	150	1	8	2	x2/15	4	1D	3D	2D*	10/1D	20/1D+1	30/1D+2	2/2D+2	Double laser cannon	Tur	2D	1-3/6/10	5D	*2D backup (Easy)	AIR:33
Mon Calamari *Wander* Jump Frt	85,000	SF	30	90	1	6	2	x2/15	5	1D	4D	2D*	10/0D	30/1D	50/3D	2/4D	Laser Cannon	Tur	2D	1-3/12/25	4D	*2D backup (Easy)	CA3:92
Nova-Drive 3-Z Light Freighter	60,000	SF	28	150	2,1/+10	8	2	x2/10	4	1D	4D+2	1D	20/0D	30/1D	40/1D+2	2/2D	2 laser cannons	FRB	1D	1-3/12/25	3D		SS:33
Rendili-Surron *Starlight* Light Frt	52,000	SF	34	50	2	4	¾	x2/12	4	1D	4D	1D	10/0D	20/1D	40/2D	2/3D	Blaster cannon	Tur	2D	1-5/10/17	3D		SS:41
Selonian Hunchzuc Den Coneship	20,000	SF	20.5	1	1	2	¼	-	5	0D	3D	-	-	-	-	-	None					Uses *Archaic* skill	CTD:143
Shobquix *Epoch* Light Freighter	56,000	SF	23	200	1	7	2	x2/10	4	1D	4D	1D	10/0D	25/1D	40/2D	2/3D	Laser cannon	Tur	2D	1-3/12/25	5D		AJ10:270
Sienar *Anxarta* Light Freighter	70,000	SF	28	100	1	6	2	x2/15	4	1D	4D	1D+2	10/0D	25/1D	40/2D	2/3D	Double laser cannon	F	2D	1-3/12/25	3D	Difficult to find	AJ11:256
SoroSuub *Jermaguim* Light Frt	56,000	SF	25	85	1	6	2	x2/15	4	2D	4D	1D+1	10/0D	20/1D	40/2D	2/3D	Laser cannon	Tur	1D+1	1-3/12/25	4D		SS:41
SoroSuub *Nella* 342 Light Frt	45,000	SF	29.7	50	1	5	2	x2/12	4	1D	4D	1D	15/1D	30/2D	45/2D	2/2D+1	None					Old, usually used	P&P:61
SoroSuub *Nesst* Light Frt	30,000	SF	29	150	1	4	1	x1/9	4	1D+2	3D+2	1D+1	15/1D	25/2D	50/2D+2	4/4D	None					+5 diff to add weapons	P&P:63
SoroSuub *Nyubba* Barge Driver	100,000	SF	22	200	2	2	2	x2/16	3	1D	5D	1D	10/0D	25/1D	40/2D	2/3D	2 double laser can.	Tur	2D	1-3/12/25	4D	+5 diff to add weapons	AJ11:218
Starfeld Z-10 *Seeker* Scout Trans	86,000	SF	20.3	45	1	2	2	x1/12	7	3D	4D	1D	20/1D	40/1D+2	65/2D	3/3D	Autoblaster	F	2D	1-3/10/20	3D+1	+10 diff to modify No pods: +2 Sp, +1D+1 mnv	SS:13
Starfeld ZH-25 *Questor* Lt Frt	136,000	SF	22.4	85	1	6	3	x1/15	5	2D	4D	1D	10/0D	25/1D	40/2D	2/3D	2 laser cannons	F	2D	1-3/12/25	4D		SS:45
Subla Ransom Med Cargo Hauler	220,000	SF	75.5	700	5	5	3	x2/12	5	0D	5D	1D	30/1D	65/2D	110/3D	4/4D	Blaster cannon	Tur	3D	1-5/10/17	5D		SS:67
Surronian L19 "Heavy" Freighter	75,000	SF	50	150	1	10	2	x2/16	6	1D	6D	1D	30/1D	80/2D	120/3D	4/4D	Twin blaster cannon	Tur	2D	1-3/12/25	5D		SS:57
Suwantek TL-1800 Lt Transport	41,500	SF	30	110	1	7	3	x2/10	4	1D+2	4D	1D	10/0D	25/1D	40/2D	2/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D	Ext pods: 400 T	SS:41
Zuraco Cargo Hauler Med Frt	110,000	SF	87.3	200	4	6	2	x2/12	6	0D	5D	2D	30/1D	80/2D	100/3D	4/4D	None						P&P:66

Bulk Transports

Ship	Cost (new)	Scale	Size (m)	Cargo (T)	Crew, Skel/mod	Psgr	Food (mo)	HD/back	Space	Maneuver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Arakyd Stellar *Mag V* Miner	5,000,000	C	542	500k	3	10	1	-	5	1D	4D+1	-	20/0D	50/1D	70/2D	2/3D	Turbolaser batt	Tur	2D+2	3-15/36/75	3D		Snov:75
Corellian *Action IV* Bulk Trans	945,000	C	100	75k	8	-	3	x3/-	2	0D	2D	1D	15/0D	20/1D	30/1D+2	-	None					No nav comp (droid)	P&P:68
Corellian *Action V* Bulk Trans	965,000	C	115	80.5k	10	-	3	x4/-	2	0D	2D+2	1D	20/0D	30/1D	40/1D	1/1D	None					No nav comp (droid)	P&P:68
Corellian *Action VI* Bulk Trans	1,000,000	C	125	90k	10,6/+10	-	3	x3/-	2	0D	3D	1D	20/0D	30/1D	40/1D+1	1/2D	None					No nav comp (droid)	P&P:69
Corellian BD-27 Barge Driver	800,000	SF	110	75k	2,1/+10	-	3	x3/15	2	0D	3D	1D	10/0D	20/1D	25/1D+1	1/1D+2	None						AJ9:30
Corellian CE-2 Transport	200,000	SF	100	50k	2	2	2	x2/12	3	1D	4D	1D	10/0D	25/1D	40/2D	2/2D+2	None						P&P:66
Corellian *Garman* Gas Miner	7,500,000	C	300	70k	300	20	24	x2/8	4	2D	3D	2D	3/1D	6/1D+2	10/2D	1/3D	4 quad lasers	1 ea	2D	1-5/10/15	2D+2		FBS:28
Corellian *Superlift* Ore Hauler	1,500,000	C	155	90k	10,5/+5	5	3	x4/20	2	0D	2D+2	1D	20/0D	30/1D	40/2D	2/2D	None						P&P:68
Damorian X46-7 Ore Carrier	2,500,000	C	175	5k	20,6/+10	8	12	x3/20	5	0D	3D	1D	4/0D	8/1D	16/1D+2	2/2D	None						OE:69
EoBaam *Rin Assid* Bulk Hauler	775,000	C	350	100k	15,6/+10	10	3	x5/15	1	0D	3D	1D	5/+1	15/1D	25/1D+2	1/2D	None						P&P:69
Gallofree GR-75 Medium Trans	350,000	C	90	19k	6,3/+10	-	6	x4/-	2	0D	2D	1D	10/0D	20/1D	30/2D	3/2D	None						P&P:67
Ghtroc *Cargo Empress* Super Frt	1,000,000	SF	110	50k	4	8	2	x2/-	2	0D	3D+2	1D	20/0D	30/1D	40/2D	2/2D	None						P&P:68
Incom W-23 *Star Hauler* Barge	350,000	C	80	15k	2	-	1	-	3	1D+1	3D+2	1D	15/0D	30/1D	30/1D+2	1/1D	None						TT:230
KDY AP-300 Asteroid Prospector	8,000,000	C	350	80k	500	50	24	x3/15	4	1D	5D	3D	45/1D	70/2D	120/2D+1	5/3D	8 laser cannons / 4 tractor beams	2 ea / FLR	2D+2 / 0D	1-5/10/17 / 1-5/15/30	3D / 4D		P&P:69
KDY Class-7 Repair Vessel	4,500,000	C	560	400k	3	10	3	x2/10	5	1D	5D+2	1D	25/1D	50/2D	75/2D+2	3/4D	Turbolaser	Tur	3D	3-15/36/75	5D		Snov:80
KDY Super Transport XI Container	35,000,000	C	840	25M	100	-	17	x3/20	2	0D	3D+2	-	30/1D	40/2D	50/2D+2	4/3D	None						P&P:70
Loronar Medium Transport	320,000	C	75	17k	4,2/+10	10	3	x3/15	2	0D	3D	1D	15/0D	25/1D	35/2D	2/3D	None						GH:108
Mobquet Custom Med Hauler	240,000	SF	79.3	700	2,1/+10	8	2	x2/11	4	1D	7D	2D	20/0D	50/1D	80/2D	4/3D	2 laser cannons	Tur	2D	1-3/12/25	4D	+5 bonus to modify	P&P:67
Sienar Mk-I Bulk Transport	500,000	C	50	60k	4	5	3	x3/20	3	1D	5D	-	20/0D	50/1D	80/2D	4/3D	Laser cannon	Tur	2D	1-3/5/10	2D		P&P:66
Sienar Mk-III Bulk Transport	800,000	C	300	160k	6	10	3	x3/20	3	0D	4D	1D	20/0D	50/1D	80/2D	4/3D	Laser cannon	Tur	2D	1-3/5/10	2D		FOP:123
SoroSuub *Brayl* Bulk Freighter	1,000,000	SF	100	75k	8	-	3	x4/12	1	0D	3D	1D	20/0D	30/1D	40/1D+2	2/2D	None						IA:68
Thalassian Y164 Slave Transport	490,000	C	90	200	13	98k	2	x3/25	1	0D	3D	1D	10/0D	25/1D	45.3D	3/4D	2 laser cann (SF)	Tur	2D	1-3/12/25	4D		GG9:7
TransGalMeg *Xiytiar* Transport	1,500,000	SF	164.8	5k	10	2	3	x3/16	3	0D	4D+2	4D	20/0D	35/1D+1	40/3D	2/3D	None						P&P:68
Trilon Mobile Mining Barque	300,000	SF	80	3k	3	6	4	x4/9	2	0D	3D	1D	100/1D	200/2D	400/3D	50/4D	Mining laser (C)	Bot	0D	1/3/7	3D		GG8:43

Starships, Vehicles, and Modifications

Scout Ships

Ship	Cost (new)	Scale	Size (m)	Cargo (T)	Crew	Psgr	Food (mo)	HD/back	Space	Man-euver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Corellian Ore-Seeker Surveyor	165,000	SF	22.5	80	2	4	2	x2/15	3	0D	5D+2	2D	10/0D	25/1D	40/2D	2/3D	Hvy laser cannon	Tur	2D	1-3/12/25	5D	Pilot may fire at -2D	CA2:34
Incom A-24 Sleuth	80,000	SF	14	2	1	1	3	x1/10	8	2D	3D+2	2D	20/0D	35/1D	40/2D	2/3D	2 laser cannons (FL)	F	2D+1	1-3/12/25	5D		AJ11:46
Incom Explorer Scout Ship	150,000	SF	15	4	1	2	1	x2/15	5	1D	4D	1D+2	35/1D	50/2D	75/2D+2	5/3D	Dual laser cannon	Tur	3D	1-3/12/20	4D		GG10:71
Loronar Out System Scout	500,000	SF	63	70	4	4	8	x1/8	4	2D	3D+2	1D	30/1D	50/2D	75/2D+2	5/4D	Laser cannon	Tur	1D+2	3-5/15/30	3D+2		Snov:81
Loronar Far Reach IV Surveyor	300,000	SF	80	150	2	0	6	x4/-	6	2D	3D	-	40/1D	80/2D	120/4D	4/4D+2	4 laser cannons	Tur	2D	1-3/12/25	4D		IC:21
Loronar SkyBlind Recon Ship	350,000	SF	21	50	1	7	6	x3/20	2	0D	6D	3D	50/2D	30/1D	50/2D	2/3D	Torpedo Inchr	Tur	0D	1/3/7	7D	+3D diff to detect Separate lander	GG8:38
Republic "Flatfish" Astrogator	60,000	SF	35	1	3	0	¼	x2/15	10	0D	3D	-	50/1D	100/3D	150/4D	5/4D+2	None						CTD:86
Republic Engineering "Ferret"	890,000	SF	28	2	3	0	3	x1/8	10	2D	2D	-	50/1D	100/3D	200/4D	6/4D+2	2 missile Inchrs	F	3D	1-2/8/15	7D	Stealth mode: -5 spc, +5D diff detect	CTD:83
Republic Engineering "Prowler"	1,100,000	SF	48	3	6	0	5	x1/10	5	2D	3D	-	100/1D	125/2D	150/3D	5/4D+2	2 missile Inchrs	F	3D	1-2/8/15	7D	Stealth mode: -3 spc, +3D diff detect	CTD:84
Sienar Lone Scout-A	125,000	SF	24	150	1	3	12	x2/15	5	0D	4D	1D	30/0D	50/1D	75/2D	5/3D	Laser cannon	F	1-3/12/25		4D		2RE:256
Sydon MRX-BR Pacifier	120,000	SF	25	25	1	3	12	x1/8	7	2D	2D	2D	30/1D	60/2D	120/3D	10/3D+2	3 laser cannons	RLB	3D	1-3/12/25	3D		GG8:42
																	2 torpedo Inchrs	F	2D	1/3/7	9D		
Tykannin Redthorn Scout	90,000	SF	24	20	1	2	6	x3/15	5	1D+2	3D	3D	30/1D	50/1D	75/2D	5/3D	Laser cannon	F	2D	1-3/12/25	4D		PC:118
Uulshos DPx "Deep-X" Explorer	150,000	SF	12	50	1	5	6	x1/8	7	2D	2D	2D	20/1D	30/1D	50/2D	3/3D	2 blaster cannons	F	0D	1-2/8/15	1D		GG8:36
Vangaard Pathfinder	70,000	SF	36	100	1	4	6	x3/15	4	1D	3D	3D	30/0D	45/1D	60/2D	5/3D	Laser cannon	Tur	0D	1-5/15/20	3D	+1 dmg/hit absorbed	GG8:40

Military Shuttles, Drop Ships, and Troop Carriers

Ship	Aff.	Cost (new)	Scale	Size (m)	Cargo (T)	Crew, Skel/mod	Psgr	Food (d)	HD/back	Space	Man-euver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Corellian Grek Troop Shuttle	Gen	40,000	SF	30	0.5	2	50	1	-	6	1D	3D	-	15/0D	30/1D	50/3D	2/3D+2	Laser cannon	F	1D	1-3/12/25	4D		P&P:87
Corellian Kleeque Transport	Reb	900,000	SF	250	5000	16,4/+10	1k	30	x2/10	4	1D	3D	1D	20/0D	40/1D	60/2D	3/2D+2	2 laser cannons	Tur	2D	1-3/12/25	4D+2		RoE:49
DuroTech Mneffe Pssgr Shuttle	Gen	200,000	SF	27	20	2,1/+10	6	30	x1/10	7	2D	4D+2	2D	20/0D	40/1D	60/2D	3/3D	Dbl laser cannon	Tur	2D	1-3/12/25	5D	Pilot may fire at -2D	ND:90
Gallofree 23K Service Shuttle	Gen	10,000	SF	18	1	1	6	1	-	2	1D	1D+1	-	10/1D	15/1D+2	20/2D	1/2D+2	None						GG7:30
Heckson "Quick Ship" Shuttle	Gen	75,000	SF	17	0.1	1	6	5	x2/-	4	1D+2	6D	2D	10/1D	25/1D+2	40/2D	3/2D+2	2 triple blasters	Tur	1D	1-3/12/25	3D+2	Max 10 HD jumps	CC:89
Incom CX-5011 PeopleMover	Imp	27,000	SF	42	7	130	20	30	x2/-	3	0D	3D	1D	5/0D	20/1D	40/2D+1	4/2D+2	Laser cannon	F	2D	1-5/12/25	4D		PoM:53
KDY F7 "Landing Brick"	Imp	300,000	SF	60	250	3	40	2	-	10	0D	10D		10/0D	20/1D	30/1D+2	2/2D	Laser cannon	Tur	2D	1-5/10/17	3D+2	Spc 2 on return trip	RoE:105
Koensayr Sigma Shuttle	Imp	225,000	SF	22	100	2,1/+5	8	60	x2/15	6	2D	3D	2D	20/1D	25/1D+2	30/2D+1	4/2D+2	Laser cannon	Tur	2D	1-3/12/25	5D		AIR:35
Larjh Felpajh 10A Luxury Shuttle	Imp	225,000	SF	31	5	1	8	10	-	3	1D	3D	1D					None						Gal:17
Meller & Dax MT/191 Dropship	Imp	150,000	SF	53	200	1	160	1	-	10	-	4D	3D	10/0D	20/1D	30/1D+2	1/2D	Light laser cann	F	2D	1-5/10/191	1D		IS:137
Merthyog II-xC Broadcast Ship	Imp	9,000	SF	30	10	4,2/+10	10	14	x4/-	4	2D	2D	1D	15/0D	30/1D	50/3D	2/4D	None					Max 5 HD jumps	CA1:84
Rendili Stardrive Katarn Shuttle	Gen	110,000	SF	28	0.5	2	50	1	-	8	1D+2	5D	2D	10/0D	20/1D	40/2D	2/3D	Dbl laser cannon	F	2D	1-3/12/25	5D	Plasma torch (8D)	RoE:48
Sienar BR-23 Courier Trans	Gen	1,000,000	SF	21	40	1	40	14	x2/12	5	1D	3D+2	1D+2	10/1D	25/1D	40/2D	2/3D	2 laser cannons	Tur	2D	1-3/12/25	4D		RoE:49
Sienar Curich Cargo Shuttle	Imp	250,000	SF	54	300	3	50	30	x2/8	4	2D	4D	2D	20/1D	40/1D+2	60/2D	3/2D+2	Hvy blaster cann	FLR	2D	1-3/12/25	6D		CC:45
Sienar Kappa Troop Shuttle	Gen	225,000	SF	35	50	2	40	30	x1/10	5	1D	4D	1D	20/0D	40/1D	80/2D	2/2D+2	2 dbl blaster cann	Tur	2D	1-3/12/25	4D		RoE:46
																		2 blaster cann (Spd)	F	2D	1-50/100/250	3D+2		
Sienar Lambda Shuttle	Imp	500,000	SF	20	80	2,1/+10	10	60	x1/10	5	1D	4D	1D	20/0D	40/1D	80/2D	2/2D+2	3 dbl blaster cann	FB	2D	1-3/12/25	4D	Most common	Tril:135
																		2 dbl laser cann	F	3D+1	1-3/12/25	4D+1		
Sienar Mu-2 Scout Shuttle	Imp	300,000	SF	20	100	2	14	180	x2/20	4	1D+2	4D	1D	25/1D	50/2D	60/4D	3/3D	2 laser cann (FL)	F	2D	1-3/12/25	4D+1		GG8:37
Sienar Mu-3 Long Range Shuttle	Imp	400,000	SF	20	50	2	40	14	x2/20	4	1D	4D	2D	25/1D	50/2D	60/3D	3/3D	2 laser cann (FL)	F	2D	1-3/12/25	5D		RoE:104
																		Laser cannon	F	3D	1-3/12/25	6D		
Sienar Sentinel Troop Carrier	Imp	800,000	SF	20	180	2,1/+10	54	30	x1/10	7	2D+2	4D+2	3D+2	20/0D	40/1D	80/2D	4/2D+2	2 blaster cann (Spd)	Tur	4D	1-50/100/250	3D+2		Tril:133
																		Ion cannon	Tur	4D	1-3/17/36	4D		
																		2 missile launchers	F	3D	1/3/7	9D		
Sienar Tribune Shuttle	Gen	150,000	SF	19	30	3,1/+10	14	21	x2/15	5	1D	3D	1D	30/0D	50/1D	75/2D	5/3D	None						Gor:66
Silviut Svelte Shuttle	Imp	210,000	SF	17	50	2,1/+5	15	60	x1/5	6	2D	4D+2	2D	30/0D	45/1D	80/2D	4/2D+2	2 dbl blaster cann	FB	2D	1-3/12/28	5D		JA:128
																		2 dbl laser cann	B	3D	1-8/14/30	4D+1		
Sonda AIC-4 Imperial Dropship	Imp	200,000	SF	40	10	6	44	3	-	9	2D	5D	2D	20/1D	40/2D	60/2D	3/3D	2 laser cannons	Tur	2D	1-3/12/25	5D	Spc 3 on return trip	AJ2:266
																		2 blasters (char)	F	3D	3-75/200/500	8D		
SoroSuub Ambassador Shuttle	Gen	1,250,000	SF	50	100	2	10	30	x2/14	7	1D	3D	1D	15/1D	25/1D+2	45/2D	4/3D	2 dbl laser cann	F	3D+1	1-5/10/25	4D		AJ3:261
SoroSuub Sprint Rescue Craft	Gen	600,000	SF	30	2	3,1/+10	45	30	x1/12	9	2D+1	3D+1	2D	40/1D	80/1D+2	130/2D	6/3D	None					+1D+2 to scan life	TaB:113
Telgorn Aegis Combat Shuttle	Imp	100,000	SF	29	120	2,1/+10	40	4	-	6	2D	6D	2D	30/1D	45/2D	70/2D	2/3D	2 laser cannons	Tur	1D+2	1-3/12/25	5D	3 vehicles or 40 soldiers, no HD	RoE:47
																		Missile launcher	F	1D	1/3/7	7D		
Telgorn Beta Assault Shuttle	Imp	600,000	C	30	0.5	5,3/+10	40	5	x3/-	8	1D+2	3D	3D+2	20/0D	40/1D	60/2D	2/3D	4 laser cannons	FR	2D	1-5/10/17	2D	Max 3 HD jumps	TT:235
																		Tractor beam	F	2D	1-5/15/30	3D		
																		Missile launcher	F	2D	1-5/10/17	2D		
Telgorn Gamma Assault Shuttle	Imp	900,000	C	30	5	2,1/+10	40	7	x2/18	8	2D	3D+2	4D+2	40/1D	80/1D+2	130/3D	4/3D	4 laser cannons	Tur	2D	1-3/12/25	5D+2	Max 3 HD jumps	IS:49
																		Tractor beam	F	4D	1-5/15/30	5D+2		
																		Missile launcher	F	2D+1	1-2/8/15	4D		
Telgorn Gamma Lt Pers Carrier	Imp	1,100,000	C	30	40	2,1/+10	40	4	x2/18	8	3D	5D+2	2D+2	40/1D	80/1D+2	130/3D	4/3D	4 laser cannons	FB	2D	1-3/12/25	5D	Max 3 HD jumps	CA1:79
Telgorn Warlord Dropship	Gen	1,200,000	C	110	180	200	360	3	-	10	0D	3D	1D	30/1D	60/2D	80/3D	3/4D	6 turbolasers	Tur	3D	3-15/35/75	4D+2	Spc 4 on return trip	AJ2:258
Telgorn Zeta Long-range Shuttle	Gen	750,000	SF	35	25	2	10	120	x1/8	7	1D+2	3D+2	2D	20/1D	40/2D	60/3D	3/4D	2 laser cann (FL)	F	2D	1-3/12/25	5D		AJ11:46

Military Light Transports and Patrol Craft

Ship	Aff.	Cost (new)	Scale	Size (m)	Cargo (T)	Crew, Skel/mod	Psgr	Food (mo)	HD/back	Space	Man-euver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Corellian INT-66 Hvy Interceptor	Gen	350,000	SF	50	50	1	3	4	x2/12	5	2D	5D	2D	20/1D	45/1D+2	75/2D+2	3/3D+2	2 turbolasers	F	2D	1-4/15/30	7D		AJ4:202
																		Dbl pulse laser	Tur	3D	1-3/12/25	5D+2		
Corellian Mynock Assault Boat	Gen	500,000	SF	44	40	2,1/+10	24	1	x2/10	8	1D	4D	3D	30/1D	60/2D	90/4D	4/4D+1	Quad laser cann	Tur	2D	1-3/12/25	5D		CTD:139
																		2 ion cann (FL)	F	3D	1-3/7/36	4D		
																		Missile launcher	Tur	2D	1/3/7	9D		
Corellian PB-950 Patrol Boat	Gen	220,000	SF	37	180	2	8	3	x1/12	8	1D	5D	3D	30/1D	60/2D	90/4D	4/4D+1	Quad laser cann	Tur	2D	1-3/12/25	5D		P&P:81
																		2 ion cann (FL)	F	3D	1-3/7/36	4D		
																		Missile Inchr	Tur	2D	1/3/7	9D		
Corp Sec Auth Etti Light Trans	Gen	650,000	C	125	400	25,15/+10	15	0.1	x2/10	4	0D	3D	2D	30/1D	60/2D	90/3D+2	6/4D	10 quad laser (SF)	All	1D	1-5/10/20	5D	Max 4 HD jumps	P&P:79
																		Tractor beam	F	2D	1-10/20/40	4D		
Incom Y-4 Raptor Transport	Gen	250,000	SF	28	300	1	40	1	x2/8	6	1D+1	5D+2	3D	40/1D	80/2D	100/3D	5/4D	2 dbl laser cann	F,Tur	2D	1-5/12/25	5D		CTD:48
KDY Armored Transport	Imp	240,000	SF	50	30k	10	20	3	x2/12	4	0D	5D	2D	10/0D	25/1D	40/2D	2/3D	2 laser cannons	Tur	2D	1-3/12/25	4D		P&P:68
KDY Law Light Patrol Craft	Imp	450,000	SF	51	250	15,4/+5	10	3	x1/12	5	2D	5D	1D	30/1D	60/2D	90/4D	4/4D+1	4 laser cannons	Tur	2D+2	1-3/12/25	5D		P&P:81
																		Torpedo Inchr	F	5D	1-5/10/15	9D		
Kuat Firespray Patrol Vessel	Gen	120,000	SF	21.5	70	1	4	14	x3/15	5	1D	4D	1D	10/0D	25/1D	50/1D+1	2/2D	2 blaster cannons	Tur	2D	1-3/10/25	4D	e.g. Slave I	P&P:75
Mestapol Zephyr Light Transport	Gen	70,000	SF	50	0.3	1	2	1	x1/4	8	3D+1	3D		20/0D	35/1D	40/2D	2/3D	2 laser cann (FL)	F	2D	1-3/12/25	5D		CA1:46
																		Torpedo Inchr	F	2D	1/3/7	9D		
Rendili StarDrive Customs Corvette	Imp	1,200,000	SF	180	500	52,18/+10	20	2	x2/8	8	2D	5D+1	3D	30/1D	60/2D	90/4D	4/4D+1	6 dbl turbolasers	Tur	2D	3-15/35/75	4D		GG6:76
Rendili StarDrive Customs Frigate	Imp	400,000	SF	35	100	6,3/+10	14	3	x2/8	8	2D	3D+1	3D	30/1D	60/2D	90/4D	4/4D+1	4 laser cannons	Tur	2D	1-3/12/25	5D		P&P:83
Sienar Concealer Prison Ship	Imp	300,000	SF	50	25	3	15	2	x2/15	3	1D	4D+2	2D	20/0D	40/1D	75/2D	3/3D	6 laser cannons	All	2D	1-3/12/25	4D	Carries 60 prisoners	FBS:78
Sienar Guardian 344 Lt Cruiser	Imp	375,000	SF	42	150	4,2/+10	10	2	x2/10	9	2D	5D	2D	30/1D	60/2D	90/4D	4/4D+1	4 laser cannons	Tur	2D+2	1-3/12/25	5D		PC:117
Sienar Guardian Light Cruiser	Imp	325,000	SF	42	200	16,8/+10	15	3	x2/10	9	2D	5D	2D	30/1D	60/2D	90/4D	4/4D+1	4 laser cannons	Tur	2D	1-3/12/25	5D		2RE:256
Sienar Light Patrol Ship	Imp	260,000	SF	38	10	1	3	1	x2/10	10	2D	5D	3D	35/1D+1	70/2D+1	140/4D+1	4/4D+2	2 twin laser cann	Tur	2D	1-3/12/25	6D		P&P:82
Sienar Warden Light Cruiser	Imp	400,000	SF	42	100	16,8/+10	14	2	x1/10	10	2D	5D	3D	35/1D+1	70/2D+1	140/4D+1	4/4D+2	2 twin laser cann	Tur	2D	1-3/12/25	6D		AJ4:225
Surronian Conqueror Transport	Gen	450,000	SF	28	25	2,1/+5	1	1	x1/10	7	2D	4D	2D	20/1D	35/1D+1	80/2D+1	2/3D	2 dbl laser cann		2D	1-3/12/25	5D		P&P:74
																		2 ion cannon (FL)		3D	1-3/7/36	4D		

Starships, Vehicles, and Modifications

Capital Ships

Ship	Aff	Size (m)	Cargo (T)	Crew, Skel (+10 blank)	Psgr	Food (mo)	HD/back	Spc	Man-euver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Sienar Skipray Blastboat	Gen	25	20	2, 1/+5	-	1	x2/-	8	1D+2	2D+1	2D	35/1D	60/1D+2	100/2D	3/2D+2	2 laser cann (FL, SF)	Tur	1D	1-3/12/25	5D	All weapons SF scale, except ion cannons Atm: 415, maneuv 2D+2 Limited to 4 HD jumps	IS:50
																3 ion cannons (FL)	F	3D	1-3/12/25	4D		
																Torpedo lnch (SF)	F	2D	1/3/7	9D		
																Tractor beam (SF)	F	4D	1-3/8/12	6D		
Loronar X-Q1 Patrol Craft	Gen	80	300	6, 3	16	3	-	7	2D+1	3D+1	3D	40/1D	80/2D	100/3D	5/4D	2 turbolasers	Tur	2D	3-15/35/75	4D		AJ9:79
KDY Armed Cargo Barge	Imp	100	70k	12,6	10	2	x3/20	2	0D	2D	-	20/0D	30/1D	40/2D	2/2D+2	2 twin lasers	Tur	1D	1-3/12/25	2D	Avail (1.1 mil)	DSTC:94
Sienar IR-3F Patrol Craft	Gen	110	180	3, 1/+5	110	3	-	6	2D	3D	2D+2	40/1D	80/1D+1	130/2D	4/2D+2	4 turbolasers	Tur	2D	3-15/35/75	4D		P&P:74
Corellian DP20 Gunship	Gen	120	300	45,10	-	8	x2/16	7	2D+1	4D+2	2D+1	20/0D	40/0D	80/1D	2/2D	8 dbl turbolasers				4D+2	Avail (4.8 mil)	RAS:16
																6 quad lasers (SF)	LR	3D	1-5/10/17	5D		
																4 missile lnchers	FB	3D	2-12/30/60	9D		
Sienar IPV-1 Patrol Craft	Gen	120	200	4, 3/+5	10	3	-	7	2D+1	3D+1	3D	40/1D	80/1D+2	130/2D	4/3D	4 turbolasers	Tur	2D	3-15/35/75	4D		IS:51
Corellian CR90 Corvette	Gen	150	3000	30-165	600	12	x2/16	6	2D	4D	2D	40/1D	80/2D	100/3D	5/4D	6 dbl turbolasers	All	3D	3-15/35/75	4D+2	Avail (3.5 mil)	2RE:153
Loronar X-Q2 Patrol Craft	Gen	150	500	9, 5/+15	15	3	-	7	2D+2	4D	2D+2	40/1D	80/2D	100/3D	5/4D	5 turbolasers	All	2D+2	3-15/35/75	4D		FOP:82
Rendili *Kiltirin* Dungeon Ship	Gen	150	275	115, 75/+15	50, 1250	2	x2/-	4	3D+1	3D	1D+2	20/0D	40/1D	50/2D	4/3D	5 quad turbolasers	FLR	2D	3-15/35/75	4D	50 wardens, 1250 prisoners	AIR:57
																Tractor beam	F	2D	1-5/10/15	4D		
Sienar *Marauder* Corvette	Gen	195	300	129, 52	40	3	x2/-	5	2D+1	3D+2	2D+1	40/1D	80/1D+2	100/2D+2	5/3D+1	8 dbl turbolasers	All	3D	3-15/35/70	5D	Common in Corporate Sector Authority	P&P:78
																3 tractor beams	FB	2D	1-5/15/30	4D		
Sienar *Bayonet* Light Cruiser	Gen	200	3500	120, 40	48	12	x1/10	8	2D	4D	2D+2	40/1D	80/3D	160/4D	6/3D+2	8 heavy turbolasers	FLR	2D	3-15/35/75	7D	Avail (5 mil)	PC:103
																6 laser cannons	FLR	3D	1-3/12/25	5D		
																2 tractor beams	F	2D	1-5/15/30	4D		
KDY *Lancer* Frigate	Imp	250	300	810, 375	40	¼	x2/15	4	2D+2	4D	2D+2	35/1D	60/1D	100/2D	3/2D+1	20 quad lasers (SF)	All	1D	1-3/12/25	4D		IS:55
KDY Corona Frigate	NR	275	4000	782,281	80	12	x1/12	5	2D	4D	2D	40/0D	75/1D	150/2D	4/3D	10 turbolasers	All	5D	3-15/35/75	5D	80 troops, 36 fighters	CTD:72
																10 laser cann (SF)	All	3D	1-3/12/25	5D		
																4 ion cannons	All	2D	1-10/25/50	3D		
																2 tractor beams	All	2D	1-5/15/30	6D		
Elrood *Prosperity* Cruiser	Gen	300	2500	100, 35/+15	40	1.5	x1/16	9	3D	4D	2D	50/1D	90/2D	200/3D	10/4D	6 turbolasers (SF)	All	2D+2	3-15/35/75	4D	Atm: 400; Avail (12 mil)	PC:124
																2 tractor beams	F	1D	1-5/15/30	4D		
KDY Class 1000 Cruiser	Imp	300	500	580, 200	200	24	x2/12	6	1D	2D	1D	40/1D	70/2D	150/3D	4/3D+2	28 turbolasers	All	3D	3-15/35/75	4D		GG6:63
																12 ion cannons	All	3D	1-5/15/30	3D		
KDY Nebulon-B Frigate	Gen	300	6000	854, 307	75	24	x2/12	6		3D+2	2D	40/0D	75/1D	150/3D	4/4D+2	12 turbolasers	FLR	3D	3-15/35/75	4D		2RE:253
																12 laser cann (SF)	All	2D	1-3/12/25	2D		
																2 tractor beams	F	2D	1-5/15/30	4D		
KDY Star Galleon	Imp	300	100k	130, 50	300	72	x2/15	3		5D+2	2D	15/1D	45/1D+1	90/2D	3/2D+1	10 turbolasers	LR	3D	3-15/35/75	4D	300 troops	IS:56
																Missile launcher	F	5D	2-12/30/60	5D		
Damorian *Carrack* Lt Cruiser	Imp	350	3500	1000, 500	142	12	x1/12	8	2D	5D	2D+2	50/1D	90/2D	100/3D	4/3D	10 hvy turbolasers	All	1D	3-15/35/75	7D	142 troops 4 recon fighters	IS:57
																20 laser cannons	All	3D	1-3/12/25	4D		
																5 tractor beams	FLR	2D	1-5/15/30	4D		
SoroSuub Quasar Fire Cruiser	Gen	350	4000	96, 14	220	12	x2/12	5		3D+2	0D+2	30/1D	60/1D+2	90/2D	3/3D	2 laser cann (SF)	FLR	1D+1	1-4/8/12	4D	Cargo may be 48 fighters	TaB:111
Hapan *Nova* Battlecruiser	HC	400	600	1700	600	1	x1.5/ 12	4	1D+1	5D	2D*	40/0D	55/2D	80/2D+2	5/3D	25 turbolasers	All	1D+2	3-15/35/75	7D	600 troops, 24 fighters TL rate 1/3, 4D backup sh. Hapan Consortium navy	CTD:44
																10 laser cann (SF)	F	1D	1-3/12/25	5D		
																10 ion cannons	F	3D	1-10/25/50	3D		
Loronar *Belarus* Med Cruiser	NR	400	7500	1753, 718	410	12	x2/12	6	2D	6D	2D	30/0D	50/1D	100/2D	4/3D	15 turbolasers	FLR	5D	3-15/35/75	5D	410 troops	CTD:73
																5 heavy turbolasers	LR	1D	3-15/35/75	7D		
																5 ion cannons	FLR	4D	1-5/15/30	4D		
																10 tractor beams	All	2D	1-5/15/30	4D		
Loronar *Strike* Med Cruiser	Gen	450	6000	1972, 800	340	18	x2/12	6	2D	6D	2D+2	30/0D	50/1D	100/2D	4/3D	20 turbolasers	All	2D	3-15/35/75	5D	12 fighters, 340 troops 2 AT-STs, 1 AT-AT	IS:54
																10 hvy turbolasers	FLR	1D	3-15/35/75	7D		
																10 ion cannons	FLR	4D	1-5/15/30	4D		
																10 tractor beams	All	2D	1-5/15/30	4D		
Corellian ZD-8000 Cruise Ship	Gen	500	20k	350,5	2200	6	x2/4	4	0D	6D	2D	40/1D	60/2D	90/3D	5/4D	None					Avail (19 mil)	CA1:22
Hapan Battle Dragon	HC	500	6000	1200, 500	500	12	x2/14	4	1D	7D+2	3D	50/0D	100/3D	200/4D	6/4D+2	40 turbolasers	All	1D+2	3-15/35/75	7D	500 troops, 36 fighters Turbolaser rate 1/3 Mass gen: block HD jumps within 30 unit radius Hapan Consortium navy	CTD:42
																40 ion cannons	All	3D	1-10/25/50	3D		
																4 mass generators	All	5D	1-5/75/150	*		
																2 triple ion cann	Tur	1D	2-20/50/80	3D+2		
																1 tractor beam	Tur	1D	1-5/15/30	6D		
KDY Escort Carrier	Gen	500	500	3485,1500	800	9	x1/12	4	1D	7D+1	2D	30/0D	50/1D	100/2D	4/3D	10 twin lasers	All	3D	1-3/12/25	3D	72 fighters, 800 troops	IS:54
KDY/SFS *Enforcer* Picket Cruiser	Imp	600	10k	3000, 1000	300	24	x2/10	6	1D+2	5D	3D	50/1D	100/3D	200/4D	6/4D+2	10 turbolasers	FLR	4D	3-15/35/75	3D	300 troops	CA4:101
																10 quad lasers	All	2D	1-5/15/30	5D		
																6 ion cannons	All	3D	1-10/25/50	3D		
																4 tractor beams	FLR	2D+2	1-5/15/30	4D		
Rendili *Battlehorn* Bulk Cruiser	Gen	600	5000	1948, 840/+15	200	12	x2/12	4	1D	5D	2D	40/1D	80/2D	125/3D	5/3D+2	30 quad lasers	FLR	2D	1-5/10/17	4D	200 troops, 12 fighters Avail (6.5 mil)	TT:211
																2 tractor beams	F	2D	1-5/15/30	4D		
Rendili Dreadnaught	Gen	600	9000	16,113, 9000/+15	3000	24	x2/18	4		5D+2	2D+1	30/0D	50/1D	100/2D	4/3D	10 turbolaser cann	LR	3D	3-15/35/75	2D	3000 troops, 12 fighters	IS:57
																20 quad turbolaser	FLR	2D	3-20/40/80	4D		
																10 turbolaser batt	FB	1D	3-10/30/60	7D		
Sienar *Interdictor* Cruiser	Imp	600	5500	2783, 1500	80	15	x2/8	5		5D	3D	50/1D	75/2D	150/3D	4/3D	20 laser cannons	FLR	2D	1-3/12/25	4D	GWPs: block HD jumps within 30 unit radius	IS:56
																4 gravity well proj	Tur	6D	1-5/75/150	-		
Rendili Assault Frigate	Reb	700	7500	4882, 1500/+20	100	18	x2/12	6	1D+2	5D	3D	20/1D	40/2D	80/3D	5/3D+2	15 laser cannons	FLR	3D	1-3/12/25	2D	TL fire rate 1/3 Modified dreadnaught	RAS:57
																20 quad lasers	FLR	2D	1-5/10/17	4D		
																15 turbolasers	FLR	2D	3-10/30/60	7D		
Rendili *Lictor* Dungeon Ship	Imp	764	1500	860, 370/+15	400, 9000	2	x2/-	3	3D	5D	1D+2	40/0D	75/1D	150/3D	4/4D+2	10 quad turbolaser	FLR	2D	3-15/35/75	4D	400 wardens, 8000 reg cells, 1000 high-sec cells	DE:95
																2 tractor beams	All	2D	1-5/15/35	4D		
Rendili *Victory I* Star Destroyer	Imp	900	8100	4798, 1785/+15	2040	48	x1/15	4	1D	4D	3D+1	40/1D	70/2D	150/3D	4/3D+2	10 quad turbolaser	LR	4D	3-15/35/75	5D	2040 troops, 24 fighters Can enter upper atmosph.	IS:59
																40 dbl turbolasers	FLR	3D	3-15/35/75	2D+2		
																80 missile lnchrs	All	2D	2-12/30/60	9D		
																10 tractor beams	FLR	4D	1-5/15/30	4D		
Rendili *Victory II* Star Destroyer	Imp	900	8100	5881, 2100	1600	48	x1/15	6	1D	4D+2	3D	40/1D	70/2D	150/3D	4/3D+2	20 turbolaser batt	FLR	1D	3-15/35/75	7D	1600 troops, 24 fighters	IS:60
																20 dbl turbolasers	FLR	2D	3-15/35/75	5D		
																10 ion cannons	All	4D	2-12/30/60	4D		
																10 tractor beams	FLR	2D	1-5/15/30	6D		
Mon Cal MC80 Cruiser	Reb	1200	20k	5156, 1230	1200	24	x1/9	4	2D	6D	3D*	40/1D	60/2D	120/3D	4/4D	48 turbolasers	All	3D	3-15/35/75	4D	1200 troops, 36 fighters Moist: +1D for aquatics	2RE:252
																20 ion cannons	All	3D	1-10/15/30	3D		
																6 tractor beams	FLR	2D+2	1-5/15/30	4D		
Mon Cal MC90 Cruiser	NR	1255	30k	5860, 1350	1700	24	x1/9	7	3D	7D	6D*	40/1D	60/2D	120/3D	5/4D	75 turbolasers	All	2D	3-15/35/75	4D	6D backup shields 1700 troops, 72 fighters Moist: +1D for aquatics	DE:94
																30 ion cannons	All	3D	1-10/25/50	3D		
																8 tractor beams	All	2D+2	1-5/15/30	4D		
																6 torpedo lnchrs	F	3D+2	2-12/30/60	6D+1		
KDY *Imperial I* Star Destroyer	Imp	1600	36k	36,810 5000/+20	9700	72	x2/8	6	1D	7D	3D	50/1D	100/3D	200/4D	6/4D+2	60 turbolasers	FLR	3D	3-15/35/75	7D	9700 troops, 72 fighters 20 AT-ATs, 30 AT-STs Shuttles, drop ships, etc	2RE:252
																60 ion cannons	All	2D+2	1-10/25/50	3D		
																10 tractor beams	FLR	4D	1-5/15/30	6D		
KDY *Imperial II* Star Destroyer	Imp	1600	36k	36,755 5000/+10	9700	72	x1/8	6	1D	7D+1	2D+2	50/1D	100/3D	200/4D	6/4D+2	50 hvy turbolasers	FLR	0D	3-15/35/75	10D	9700 troops, 72 fighters 20 AT-ATs, 30 AT-STs Shuttles, drop ships, etc	IS:62
																50 turbolasers	All	1D	3-15/35/75	5D		
																20 ion cannons	FLR	4D	1-10/25/50	4D		
																10 tractor beam	FLR	4D	1-5/15/30	6D		

Starships, Vehicles, and Modifications

Starfighters

Aff	Ship	Cost	Size (m)	Cargo (kg)	Crew	Food (day)	HD/back	Spc	Maneuver	Hull	Shield	Passive	Scan	Search	Focus	Weapon	Arc	FC	Range	Dmg	Special	Source
Rebellion/New Republic	Incom RZ-1 A-Wing	175,000	9.6	40	1	7	x1/-	12	4D	2D+2	1D	30/0D	50/1D	75/2D	4/4D+1	2 laser cann (FL)	F	3D	1-3/12/25	5D	*Sensors* to activate jammer	2RE:247
																Target jammer	All	-	1-3/7/15	-2D FC		
	Slayn & Korpil B-Wing	220,000	16.9	45	1	7	x2/-	6	1D+1	3D	2D	30/0D	50/1D	75/2D	4/4D+1	Laser cannon	F	1D	1-3/12/25	7D	If laser not operational, -1D from all fire control. Hvy dmg roll of 1-2: gyro dmg, all FC -1D, spd 6→2	2RE:248
																2 torpedo lnchrs	F	3D	1/3/7	9D		
																3 med ion cannons	F	4D	1/3/7	9D		
																2 auto blasters	F	2D	1-8/25/40	3D		
	FreiTek E-Wing (Type A)	185,000	11.2	110	1	7	x2/-	11	3D+1	5D	1D	30/0D	55/1D	85/2D+1	5/4D	Triple blaster cann	F	3D+2	1-3/5/8	6D	Uses R7 droid	DE:108
																Torpedo launcher	F	2D	1/3/7	9D		
	Incom T-65B X-Wing	150,000	12.5	110	1	7	x1	8	3D	4D	1D	25/0D	50/1D	75/2D	3/4D	4 laser cannons (FL)	F	3D	1-3/12/25	6D	Uses R2/R4 droid	2RE:249
																2 torpedo lnchrs	F	2D	1/3/7	9D		
	Koensayr BTL-S3 Y-Wing	135,000	16	110	1, G:1	7	x1	7	2D	4D	1D+2	20/0D	35/1D	40/2D	2/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D	Pilot may fire ion cannon to front only at -2D. Uses R2/R4 droid	2RE:249
																2 ion cannons (FL)	F	2D	1-3/7/36	4D		
																2 torpedo lnchrs	Tur	3D	1/3/7	9D		
Empire	Sienar TIE/ln Fighter	60,000	6.3	65	1	2	-	10	2D	2D	-	20/0D	40/1D	60/2D	3/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D		2RE:250
	Sienar TIE Interceptor	120,000	6.6	75	1	2	-	11	3D+2	3D	-	25/1D	40/2D	60/3D	4/3D+2	4 laser cannons (FL)	F	3D	1-3/12/25	6D	May mod w/ 2D shields	2RE:250
	Sienar TIE Bomber	150,000	7.8	15 T	1	2	-	6	0D	4D+1	-	20/0D	35/1D	50/2D	3/2D+2	2 laser cannons (FL)	F	2D	1-3/12/25	3D		Tril:127
																Missile lnchr (16)	F	3D+2	1/3/7	9D		
	Sienar TIE Advanced x1	-	7.8	150	1	5	x4/-	10	1D+1	3D	1D+1	20/0D	40/1D	60/2D	3/3D	2 hvy laser can (FL)	F	2D	1-3/12/25	6D		Tril:126
	Sienar TIE/D Droid Fighter	170,000	6.1	-	-	-	-	10	2D+1	3D	-	20/1D	25/1D+2	-	2/3D	2 laser cannons (FL)	F	-	1-3/12/25	4D+2	2D+2 piloting, 3D gunnery	DE:110
	Sienar TIE/Sh Shuttle	-	7.8	1 T	1	2	-	8	2D	2D	-	20/0D	40/1D	60/2D	3/3D	Laser cannon	F	2D	1-3/12/25	2D+2	2 passengers	Tril:129
	Sienar Scimitar Assault Bomber	-	13.8	200	2	2	-	9	2D+1	5D	1D+2	20/0D	40/1D	60/2D	3/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D		TT:226
																Missile lnchr (16)	F	3D+2	1/3/7	9D		
	Cygnus Alpha Xg-1 Star Wing Assault Gunboat	-	15	100	1	3	x2/-	8	2D	4D+1	2D+2	20/0D	35/1D	-	3/2D+2	2 laser cannons	F	2D	1-3/12/25	3D+2	If fire-linked: 5D cannon damage	FOP:60
																2 ion cannons	F	2D	1-3/7/36	3D+2		
																2 missile lnchrs	F	3D	1/3/7	9D		
General (Planetary authorities, corporations)	Corellian HLAF-500	80,000	12	65	1	2	x2/-	12	4D	2D	2D	15/0D	25/1D	50/1D+2	2/2D	2 laser cannons (FL)	F	1D	1/3/7	5D		CTD:142
																2 laser cannons	F	2D	1/3/7	5D		
	Corellian LAF-250	70,000	12	65	1	2	x2/-	5	3D	2D	1D	15/0D	25/1D	50/1D+2	2/2D	2 laser cannons (FL)	F	1D	1/3/7	5D		CTD:141
	Corp Sec Auth IRD Fighter	-	8.5	15	1	1	-	9	2D	4D	-	25/0D	451F	65/1D+2	2/2D+1	Twin blaster cann	F	3D	1-3/12/25	5D	-1D-1 maneuv in atm	HSC:102
	Hapan Miy'Til Fighter	210,000	7.5	25	1	7	x1.5/-	9	3D	3D+1	1D+1	25/0D	50/1D	75/1D+2	3/3D+1	2 laser cannons (FL)	F	2D+2	1-4/15/30	5D	Hapes cluster	CTD:45
																Missile launcher	F	3D	1/5/9	9D		
	Hyrotil *Zebra* Fighter	65,000	12.3	65	1	1	-	7	2D	2D	-	15/0D	25/1D+1	45/2D	3/2D+2	2 laser cannons (FL)	F	1D	1-5/10/17	5D		PC:62
	Incom I-7 Howlrunner	165,000	11.4	80	1	2	-	9	3D+1	4D	1D+1	20/0D	40/1D	55/2D	3/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D+2		DE:110
	Incom/Subpro Z-95 Headhunter	45,000	11.8	85	1	1	-	7	1D	4D	1D	15/0D	25/1D	40/2D	1/2D	2 triple blasters (FL)	F	2D	1-5/10/17	3D		2RE:250
																Missile launcher	F	1D	1/3/7	7D		
	KDY A-9 Vigilance Interceptor	185,000	7.4	55	1	1	-	12	1D	2D+2	-	10/1D	35/2D+1	60/3D+1	3/4D	2 hvy laser cann	F	2D	1-3/12/25	5D	Can fire-link for 6D dmg	DE:106
	Kuat SE CloakShape Fighter	15,000	15	40	1	1	-	6	1D+1	4D+2	-	-	-	-	-	Dbl laser cannon	F	1D+2	1-5/10/17	4D+2	Maneuver fin (5000 cr): +1D+1; x3 HD: 15,000 cr	DE:111
																Dual missile lnchr	F	2D	1/3/7	7D		
	MandalMotors *Pursuer*	200,000	30.1	35 T	1, 2 psgr	35	x1/16	7	1D	4D	1D	35/1D+1	55/2D+1	80/3D+1	3/4D+1	Twin blaster cann	F	2D	1-5/10/17	5D	5 prison cells	P&P:75
																2 ion cannons (FL)	Tur	2D	1-3/7/36	4D		
	MandalMotors StarViper	350,000	21	1000	1	60	x1/10	11	3D+2	6D*	1D*	30/0D	50/1D	75/2D	4/4D+1	2 hvy laser can (FL)	All	2D	1-3/12/25	5D	Rear: 3D hull, 4D shields	SotE:125
																2 torpedo lnchrs	F	1D	1/3/7	9D		
	Shobquix *Gauntlet* Fighter	165,000	14	85	1, G:1	2	-	6	2D	3D+2	1D	20/1D	35/1D+2	45/2D	5/3D	2 laser cannons (FL)	F	2D	1-3/10/17	4D		PC:62
																2 laser turrets (FL)	Tur	2D	1-3/12/25	5D		
																Torpedo launcher	Tur	2D	1/3/7	8D		
	Shobquix Toscan 8-Q	35,000	10.2	75	1	1	x2	5	1D	2D	-	15/0D	25/+1	50/1D+2	2/2D	2 laser cannons (FL)	F	1D	1/3/7	5D		P&P:53
	SoroSuub *Corsair* Cruiser	275,000	18	90	2, G:1	2	X3	8	1D	4D	1D	20/0D	40/1D	60/2D	3/3D	2 hvy laser can (FL)	F	2D	1-3/12/25	5D		GG9:63
																2 ion cannons	F	3D	1-3/7/36	3D		
	SoroSuub *Preybird* Heavy Fighter	200,000	21	15	1, G:1	4	x3	8	1D	4D+1	1D	20/0D	40/1D	80/1D+2	2/2D+1	2 hvy laser can (FL)	F	2D+1	1-3/12/25	5D		TT:225
																2 missile lnchrs	FB	0D	1/3/7	8D		
	Subpro C-73 Tracker	20,000	11.5	60	1	1	-	6	1D	2D	-	10/0D	15/1D	20/1D+1	2/3D	Dbl laser cannon	F	1D+1	1-3/12/25	4D		P&P:52
	Tapani *Manta* Assault Fighter	95,000	12	100	1, G:1	7	-	7	3D+2	2D+1	2D+1	20/0D	40/1D	80/1D+2	2/2D+1	2 hvy laser can (FL)	F	2D+2	1-3/10/20	6D	Intercept formation: 1D maneuv, 10 space	LESG:39
																2 med laser can (FL)	F	2D	1-5/15/30	4D+1		
																2 ion cannons (FL)	F	2D	1-3/12/25	3D		
	Tenloss Syndicate Hornet Interceptor	75,000	14	80	1	5	-	9	3D+2	1D+2	2D+2	20/0D	40/1D	65/2D	3/3D	2 turbo-chg lasers	F	2D	1-4/14/27	10D	If fired >3x, turbo-charged lasers explode (6D dmg)	JA:128
																2 laser cannon s(FL)	F	1D	1-3/15/25	5D		
	Ulig Abaha #2 Warpod Pinnace	23,000	20	1000	1, G:4 6 trp	1	-	7	2D+1	3D	1D	15/0D	25/+1	50/1D+2	2/2D	2 laser cannons	Tur	3D	1-3/12/25	5D	Roll torch vs hull -2D, if ≥4: breach in 1 min, airtight board tube deploys in 30 s	P&P:52
																Plasma torch	F	0D	4 meters	8D		
	Yevethan D-type Fighter	-	12	50	1	7	-	12	3D+2	4D	1D+2	30/0D	50/1D	80/2D	4/4D	3 laser cannons (FL)	F	2D	1-3/12/25	6D	Yevethan authority	CTD:97
"Uglies"	Corellian B-Wing Ugly	-	16.9	65	1, G:1	7	x2	6	1D+1	3D	2D	30/0D	50/1D	75/2D	4/4D+1	Anti-infantry cann	Tur	2D	1-5/15/30	4D	Speeder-scale cannon	CTD:140
	X-TIE Ugly	-	12.5	110	1	7	x1	9	3D+1	4D	1D	25/1D	50/1D	75/2D	4/3D+1	4 laser cannons (FL)	F	3D	1-3/12/25	6D	X-W chassis w/TIE panels	CTD:144
	TIE-Y Ugly	-	12	65	1	2	-	13	2D	2D	-	20/0D	40/1D	60/2D	3/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D	TIE chassis with Y-wings	P&P:54
	Y-TIE Ugly	-	10	110	1, G:1	7	-	4	0D	4D	1D+2	20/0D	40/1D	60/2D	3/3D	2 laser cannons (FL)	F	2D	1-3/12/25	5D	Y-W chassis w/ TIE panels	P&P:53
																2 laser turrets	Tur	2D	1-3/12/25	5D		

Passenger Landspeeders

Vehicle	Cost	Size (m)	Carg (kg)	Crew	Psgr	Cover	Body	Alt (m)	Maneuver	Move	All-out (km/h)	Special	Source
Bespin VoidSpider TX3	8,000	7.6	15	1	3	3/4	1D	1	3D	80	230	Autopilot	MtL:51
Cyrospac Boghopper	5,000	11	40	1	6	3/4	3D+2	7	1D+1	105	300		CA1:54
GoCorp Metro-Cab	15,000	6	10	-	3	Full	3D		2D	105	300	6D *RL Ops*	HSC:129
Ikas-Adno Fleetwing	15,000	4	60	1	4	1/2	1D+2	1.5	2D	70	200		Gor:80
Mobquet A-1 Floater	6,500	7.1	10	1	1	1/2	2D	2	1D+1	55	160		GG7:34
Mobquet Corona	27,600	10	225	1	6	Full	3D	0.5	1D	80	230		HSC:106
Mobquet Deluxe	35,000	8	10	1	4	Full	3D	1	1D+2	70	200		MtL:51
Pendelflot Lux Limo	40,000	8	10	1	6	Full	1D	3	1D	70	200		DAB:50
SoroSuub LiteVan IV	40,000	13	1 T	1	12	Full	3D	0.5	0D	35	100	Psgr -or- cargo	MtL:51
SoroSuub OP-5	12,000	7	10	1	4	1/2	2D	1	2D	80	230		TT:206
SoroSuub Resource Recon Speeder	30,000	5	70	2	2	Full	2D	5	2D	115	330	Scan 1 km/1D Search 2 km/2D Focus 500/2D+2	FBS:27
SoroSuub XP-291	8,000	6.5	10	1	3	3/4	2D+2	2	2D+1	80	230		GG7:34
SoroSuub XP-32-1	11,000	8	500	1	5	3/4	2D	1	1D+2	80	230		SEPG:78
SoroSuub XP-34	10,550	3.4	10	1	1	1/2	2D	1	2D	115	330		Tril:160
SoroSuub XP-38A	3,500	7.4	5	1	2	3/4	2D	1	1D	35	100		GG7:33
Tagge AEA-500 Miner	25,000	20	10 T	2	-	Full	2D	2	1D	50	160	Laser: 2m, 5D	Gal:55
Trast A-A5 Spd Truck	13,600	21	25 T	3	25	Full	2D	3	1D	55	160	Walker-scale	RAS:110
Trast A-A6z Spd Truck	14,000	15	25 T	1	-	Full	2D+1	3	1D	70	200	Walker-scale	GG1:91
Ubrikkian 9000 Z001	7,500	6.8	50	1	2	3/4	2D+1	3	3D+1	55	160		GG7:34
Ubrikkian 9000 Z004	15,000	2.5	30	1	1	Full	2D	1.5	2D+1	105	300		2RE:242
Ubrikkian LuxurPort	35,000	11	500	1	8	Full	3D+2	1	0D+2	70	200	Driver: 3/4 cov	HSC:106
Ubrikkian Ore Hauler	20,000	20	55 T	1	1	Full	3D	5	1D	70	200		FBS:27
Ubrikkian RepulsoSled	7,000	11	2 T	1	-	1/4	2D	1.5	0D	70	299	Driver: full cov	PotM:41
zZip Astral-8 Luxury	25,000	12	250	1	8	Full	4D	1	1D+2	85	245	Shield: 1D phy	Gal:14

Starships, Vehicles, and Modifications

Military Landspeeders

Vehicle	Cost	Size (m)	Cargo (kg)	Crew	Psgr	Cover	Body	Alt (m)	Man-euver	Move	All-out (km/h)	Weapon	Arc	FC	Range (m)	Dmg	Special	Source
Aratech Arrow-23 Shuttle	10,800	8.1	800	1	5	Full	3D	4	2D+1	140	400	Laser cannon	Tur	1D	3-50/100/200	3D	Grenades: 5 m radius, can use different grenades	RAS:110
												Grenade launcher	F	1D	10-50/100/200	3D+1		
Aratech JX-09 Prisoner Transport	6,000	14	40	1	20	Full	3D	2.5	1D	30	90	None					4 guards, 20 prisoners	JA:138
CSA X10 Groundcruiser	32,000	6	100	1	6	Full	3D	2	3D+2	140	400	Heavy blaster cannon	F	1D	50-200/400/600	5D	Cover: pilot 3/4, deck 1/2 Maneuv 1D if moving ≥ 70	HSC:110
Dominator Armored Vehicle	-	2.4	15	1	-	3/4	3D	3	1D+2	105	300	BlasTech Protector blaster	Tur	1D	100/300/600	3D		CA4:110
Dromor Escort Speeder	-	4	50	1	3	Full	2D	2	2D	105	300	Concealed blaster cannon	Tur	1D	0-3/75/100	4D		MtL:51
Gorm-Talquist S-1 FireHawk Tank	110,000	10.1	50	3	1	Full	4D+2	2	1D+2	140	400	Heavy laser cannon	Tur	2D+2	50-200/500/1k	6D		AJ15:58
												Medium blaster cannon	FLR	1D+1	50-200/500/1k	3D+2		
Ikas-Adno Sunrunner zX	14,950	6.2	40	1	2	1/2	2D	2	1D	105	300	Laser cannon	Tur	2D	3-25/100/250	4D		GG7:44
Imperial MFB-4 Mobile Base	-	200	150k	30	420	Full	6D (Walker)	3	-	25	70	Turbolaser (Cap, rate 1/6)	Tur	2D	2-10/20/30k	5D	2D+2 shld; Sens: P 300/0D, Sc 400/1D, Se 600/2D, Fo 2/2D+2	OE:41
												4 laser cannons (SF)	1 ea	1D	1-2/4/6k	3D		
KAAC Freerunner APC	27,000	14.6	500	2	8	Full	3D	2	1D	105	300	2 anti-infantry blasters	Tur	2D	50-300/600/1.5k	3D+2		RoE:50
KAAC Freerunner Assault Vehicle	27,000	14.6	250	2	-	Full	3D	2	1D	105	300	2 laser cannons (FL)	Tur	2D	50-400/900/2k	5D	May be fired by pilot/copilot at 0D fire control	RAS:105
												2 anti-infantry blasters	Tur	2D	50-300/600/1.5k	3D+2		
Maeltrop Intimidator Driller	24,000	3.4	25	1	-	Full	6D	1	-	70	200	Tritium mining drill	F	0D	2 (contact)	6D		CA4:110
Mekuun Heavy Tracker	-	22.2	250	6, 2/+10	5	Full	3D+2 (Walker)	2	1D	45	130	Heavy laser cannon	Tur	2D	50-500/1.5/3k	4D	Omniprobe sensor array: 5 km range, can tell life/machine	RAS:107
Mekuun Repulsor Scout	12,000	8	100	1	2	Full	3D	2	1D+1	105	300	Heavy repeating blaster	Tur	0D	3-75/200/500	4D	Gunner: 1/2 cover	PoM:20
Nen-Carvon Teklos Battle Vehicle	45,000	21.8	1000	2	7	Full	7D	1	-	35	100	Triple laser cannon	FLR	1D	50-250/500/1k	4D	Laser may change one arc/turn	GG11:86
												2 grenade launchers	FL, FR	1D	10-50/100/250	3D+2		
RepulsorCorp Urban Assault Spdr	19,000	13.6	500	2	15	Full	2D	2	1D	35	100	Laser cannon	Tur	1D+2	24-75/150/300	2D		CC:88
Sienar Ultra-Light Assault Vehicle	12,900	7	5	1	-	Full	2D+2	0.6	3D	140	400	Twin light laser cannon	F	1D	3-50/100/200	2D+2	Only available used (after Old Republic time)	RAS:104
												Grenade launcher	F	1D	1-50/100/200	3D+1		
												Medium blaster cannon	B	1D	5-200/500/1k	5D		
Stinger Velocity 200	16,000	1.9	10	1	-	1/2	2D	4	3D	140	400	Missile launcher	F	1D	40/100/250	4D+1		CA4:110
TaggeCo JX490 Jailspeeder	40,000	14	500	2	45	Full	4D+2	10	1D	55	160	3 grenade launchers (Char)	FLR, T	0D	3-75/150/300	Var	Stun panels 2D-8D, Steam 6D	HSC:112
TaggeCo SCS-19 Sentinel	50,000	12	50	2	-	Full	4D	20	2D+1	280	800	Twin laser cannon	F	1D	20-100/150/250	3D+1	1D shields	Gal:17
TaggeCo Strikebreaker Riot Veh.	210,000	14	2000	2	40	Full	4D+2 (Walker)	30	4D+2	28	80	4 med laser cannons	LR	1D+1	50-200/1/2k	5D+1	If person touches stun barricade while vehicle is moving, 6D char ramming dmg + 5D stun	HSC:112
												2 heavy repeating blasters	Tur	1D	50-100/400/800	5D+2		
												Grenade launcher (Char)	Tur	0D	3-150/300/450	5D		
												Stun barricade		0D	2 (contact)	5D St.		
Trask 008 Heavy Landspeeder	23,000	8	10	1	-	Full	2D+1	3	3D	110	315	Double laser cannon (FL)	F	3D	50-300/700/1.1k	4D	Rear fired by gunner	Gor:81
												2 med blasters (FL)	B	1D	50-300/450/850	6D		
Ubrikkian 6500 ATV Troop Trans	35,000	6	500	1	8	1/2	3D	1.5	-	70	200	Laser cannon	F	2D	3-50/100/200	5D		Snov:93
Ubrikkian HAVr A9 Floating Fortress	80,000	17.4	1000	2	10	Full	5D (Walker)	2	-	70	200	2 heavy blaster cannons	Tur	2D	50-500/1/2k	5D		IS:72
Ubrikkian Imp. Repulsortank 1-H	50,000	20.5	250	2	1	Full	4D+2	2	1D+2	105	300	Heavy laser cannon	Tur	2D+2	200-1/3/5k	6D		AJ9:232
												Medium blaster cannon	FLR	1D+1	50-200/500/1k	3D+2		
Ubrikkian Imp. Repulsortank 1-L	40,000	20.5	300	1	2	Full	4D+2	2	1D+2	105	300	Medium blaster cannon	Tur	1D+2	50-200/500/1k	3D+2		AJ9:228
Uulshos LAVr QH-7 Chariot	14,000	11.8	10	3	-	Full	4D	8	1D+1	35	100	Laser cannon	F	1D	3-50/100/200	3D		IS:77
Uulshos Storm Skimmer Sled	22,500	4.6	100	2	-	1/2	1D+2	10k	1D+1	150	430	2 heavy repeating blasters	FLR	1D	3-75/200/500	5D+1		DE:123

Speeder Bikes

Vehicle	Cost	Size (m)	Cargo (kg)	Crew	Psgr	Cover	Body	Alt (m)	Man-euver	Move	All-out (km/h)	Weapon	Arc	FC	Range (m)	Dmg	Special	Source
Aratech 64-Y "Swift 3" Sled	9,000	4.1	4	1	-	1/4	1D+2	25	1D+2	280	800	Medium blaster cannon	F	2D	50-100/250/500	3D	Drop net: 6D ion, 5x30 m, 1D FC	IS:71
Aratech 74-Z Military Bike	6,750	3	3	1	-	1/4	2D	25	3D+2	175	500	Laser cannon	F	2D	3-50/100/200	3D		Tril:161
Ikas-Adno 22-B Nightfalcon	6,250	4.9	4	1	1	1/4	3D+1	10	3D+1	180	500	Laser cannon	F	2D	3-40/100/200	4D	1,000 used	2RE:243
Ikas-Adno 2b Starhawk	3,600	5	3	1	-	1/4	1D+1	12	3D+1	125	360	None					Police models may have laser	GG7:34
Ikas-Adno XP-2000	23,000	4	2	1	-	1/2	2D+1	50	5D+2	450	1300	2 pulse blaster cann (FL)	F	3D+2	50-100/250/500	6D	+3D diff to det w/sensors, sound	WH:69
Ikas-Adno XR-10 Shadowhawk	7,200	5.6	2	1	-	1/2	2D	50	4D	260	750	Dual laser cannon	F	2D	3-50/100/200	4D	+1D diff to detect w/sensors	WH:75
Imperial Waveskimmer	8,000	4.5	30	1	1	1/2	1D+2	2	2D+1	25	70	Sonic blaster	F	1D	10-50/200/500	2D	Can operate underwater	OE:47
Menstar 22 Patrol Scooter	5,420	2.1	5	1	-	1/4	4D	4	1D+1	25	70	None						GG7:45
Mobquet Overracer	8,000	4.4	4	1	-	1/4	2D	20	3D+2	185	530	Light blaster cannon	F	1D	50-300/500/1k	3D	+1D diff to detect w/sensors	RAS:108
Tykannin 3-2-XR Repulsor Sled	5,950	4.3	5	1	-	1/4	2D	3	1D+1	280	800	Light blaster cannon	F	2D	25-50/100/150	2D+1		CC:62

Airspeeders

Vehicle	Cost	Size (m)	Cargo (kg)	Crew	Psgr	Cover	Body	Alt (m)	Man-euver	Move	All-out (km/h)	Weapon	Arc	FC	Range (m)	Dmg	Special	Source
Aratech Conjo Y41-C2LC Fighter	30,000	14	50	1	-	Full	3D	4k	3D+1	280	800	2 laser cannons (FL)	F	1D	50-300/500/800	3D+2	Alt model 4LC: 4 laser cannons, FC 2D, 50-500/1/2k, 5D+2	TaB:130
												Missile launcher	F	1D	50-100/300/700	7D		
Bakur Kishh'tih	6,000	6	100	1	3	1/2	1D+2	100	1D+2	125	360	None						TaB:128
Bakur Tinok-F Patrol Cloud Car	40,000	7.3	20	1	1	Full	4D	60k	2D	330	950	Double blaster cannon	F	4D+1	50-200/600/1.5k	4D+1	Sensors: P 100/0D, Sc 200/1D, Search 400/2D, Focus 40/3D	TaB:128
Bakur Tracker-4 Military Speeder	15,000	7	20	1	3	1/2	3D	2k	2D	175	500	Double laser cannon	F	1D	25-100/300/600	3D+2	Retractable roof (Full cover)	TaB:129
Barresin Deathhawk Combat Spd	45,000	12	10	2	-	Full	2D	250	2D+2	350	1000	Double laser cannon	F	3D	50-300/800/1.5k	5D+1	-2D skill if not airspeeder spec.	Gor:71
Bespin AirPatrol II	12,000	8	29	1	2	Full	2D	250k	3D	470	1350	Twin blaster cannon	F	1D	50-400/900/2k	2D+2		FBS:27
Bespin Hurricane 506 Cloud Car	60,000	6	15	1	1	Full	2D+2	100k	2D+2	520	1500	Double blaster cannon	F	2D	50-400/900/3k	3D		GG7:82
Bespin Storm IV Cloud Car	75,000	7	10	2	-	Full	4D	100k	2D+2	520	1500	Double blaster cannon	F	2D	50-400/900/3k	5D		2RE:245
Caelli-Merced Sandpopper	20,000	9	400	1	3	Full	2D+2	5k	3D	260	750	Double blaster cannon	F	2D	50-400/800/1.2k	4D	1D+2 shields	BSS:76
Corp Sec Auth SX20 Airskimmer	24,000	4.7	25	1	-	1/2	2D+2	15k	3D	115	330	Laser cannon	FLR	2D	10-100/200/400	4D	-1D maneuver at alt > 10 km	HSC:111
Incom PT-97 Pubtrans Flitter	25,000	7.5	50	1	2	Full	3D	1k	3D+1	160	460	None						SoE:116
Incom T-16 Skyhopper	7,100	5.2	25	1	1	Full	2D+1	150k	3D	450	1300	4 stun lasers (FL)	F	0D	50-300/800/1.5k	2D St.		GG1:84
Incom T-40 Flitter	4,300	5	20	1	1	Full	2D	1k	3D	105	300	Double blaster cannon	F	2D	50-100/300/600	4D		MtL:55
Incom T-47 Rebel Air/Snowspeeder	50,000	5.5	10	2	-	Full	3D	250	3D	350	1000	Double laser cannon	F	2D	50-300/800/1.5k	4D+2	Harpoon with tow cable Black-market only	2RE:244
												Power harpoon	R	2D	2-50/100/200	3D		
Incom T-47I	10,000	4.5	10	1	2	Full	2D	250	3D	225	650	None						2RE:244
Mobquet Shark	62,000	5	10	1	1	Full	2D+2	300	0D+1	350	1000	Double blaster cannon	F	1D+2	50-100/150/200	5D+1		Gor:81
Mobquet Wandering Flyer 191	9,750	7.5	400	1	3	Full	2D	125k	1D	400	1150	None						HSC:108
Mrisst MVD-1 Aeroflitter	11,500	14	1000	1	-	Full	2D	1k	3D	225	650	None						LES:38
Omo Tact Roahks 7m Skyship	35,000	15	250	6,2/+5	8	Full	1D (Wlk)	100k	1D	105	300	None					Walker-scale	GG2:61
Slayn & Korpil V-Wing	26,500	6.3	15	1	-	Full	3D+2	100k	3D	350	1000	Double blaster cannon	F	1D	50-400/1/2k	5D+1	-1D maneuv>50k, Scramjet: move 485, +10 diff, can use 1 rd/min	DE:121
TGM Transport Speeder/Ambulance	15,000	6.4	1000	2	11	Full	3D+2	200	2D	125	360	None					10 passengers or 2 patients	CA1:114
Tion Guardian Patrol Ship XL-5	80,000	10	150k	2	12	Full	3D	100k	1D	280	800	2 blaster cannons (may FL)	FL,FR	1D	50-400/900/3k	4D	3D shld; if FL: +2 FC, +1D+1 dmg	DE:122
Tion Hyperfoil 1000-XTX VTOL	12,500	15	100	1	3	Full	2D+1	50	2D+2	105	300	None						Gal:14
Ubrikkian GPT-117 Troop Trans	28,000	12	100	1	8	Full	2D	100	2D+1	125	360	Light blaster cannon	Tur	1D	3-50/100/250	3D	Passengers or cargo: 1/2 cover	OE:94
Ubrikkian RES-Q Relief Airspeeder	27,500	12	2000	1	4	Full	2D+1	750	1D	225	650	None					10 patients	LES:38
Ubrikkian Talon 1 Combat Cloud Car	80,000	10	50	1	-	Full	4D+2	100k	3D	520	1500	Double blaster cannon	F	2D	50-400/900/3k	4D+2		TT:205
Verpine Asteroid Hopper	6,000	8	50	1	3	Full	3D	3k	3D	225	650	None					May use in vacuum (Space: 1)	CA5:66
zZip K-222 Interceptor	29,000	13	10	1	-	Full	3D	150k	2D	900	2600	Double laser cannon	F	1D+2	50-300/800/1.5k	4D+1		HSC:111
												Missile launcher (6)	F	2D+2	50-500/1/2k	7D		
zZip Orbitblade-2000	18,500	4	200	1	2	Full	3D+2	150k	2D	225	650	Missile launcher (SF)	F	2D+1	50-100/300/700	6D	Move 365/1050 km/h >10 km	HSC:110

Starships, Vehicles, and Modifications

Walkers

Vehicle	Cost	Size (m)	Cargo (kg)	Crew	Psgr	Cover	Body	Man-euver	Move	All-out (km/h)	Weapon	Arc	FC	Range (m)	Dmg	Special	Source
Carida Mountain Terrain Assault Transport (MT-AT) "Spider"	80,000	15.6	300	1, gun:2	-	Full	3D+1	2D	45	130	8 twin blaster cann (Spd)	Tur	1D	50-200/1/2k	4D		JA:136
											2 laser cannons (FL)	F	1D	50-300/500/1k	3D		
Corp Sec Auth Espo Walker 101	45,000	5	40	1	-	1/2	2D	2D+1	21	60	Light blaster cannon	F	1D	10-50/150/300	3D		HSC:111
											Heavy stun cannon	F	1D	10-50/100/200	4D St.		
											Grenade launcher (Char)	F	1D	10-50/100/200	5D		
Corp Sec Auth Espo Walker 91	20,000	4.8	30	1	-	1/2	1D+2	1D+2	21	60	Light blaster cannon	F	1D	10-50/100/200	3D+2		AIR:49
											Heavy stun cannon	F	1D	10-50/100/200	4D St.		
											Grenade launcher (Char)	F	1D	10-50/80/160	4D+2		
Imperial All Terrain Assault Transport (AT-AT)	-	20.6	1000	5, 3/+10	40	Full	6D	-	21	60	2 heavy laser cannons (FL)	FLR	2D	50-500/1.5/3k	6D	Cockpit can turn 1 arc/turn	2RE:242
											2 medium blasters (FL)	FLR	2D	50-200/500/1k	3D	May carry 2 AT-ST instead of 40 troops	
Imperial All Terrain Personal Transport (AT-PT)	-	3	10	1	-	Full	1D+2	2D	21	60	Blaster cannon	F	1D	10-50/100/200	4D		DKO:78
											Grenade launcher	F	1D	10-50/80/160	2D		
Imperial All Terrain Scout Transport (AT-ST)	-	6.4	200	2, 1/+15	-	Full	3D	1D	30	90	Twin blaster cannon	F	1D	50-200/1/2k	4D		2RE:241
											Twin light blaster cannon	F	1D	50-300/500/1k	2D		
											Grenade launcher	F	1D	10-50/100/200	2D		
zZip Gladiator Walker	40,000	3	40	1	-	Full	2D	1D+2	20	55	Light laser cannon	FL	1D	5-10/20/40	3D+2	Failsafe (1 turn to escape); 4D arm shield	Gal:49

Miscellaneous Vehicles

	Vehicle	Cost	Size (m)	Cargo (kg)	Crew	Psgr	Cover	Body	Alt (m)	Man-euver	Move	All-out (km/h)	Weapon	Arc	FC	Range (m)	Dmg	Special	Source
Gliders	Illiseni Aerodyne Micro Glider	500	2.1	-	1	-	1/2	2D	300	3D	80	230	None						RoE:53
	Nen-Carvon R-19 Paraglider	1,900	4.5	-	1	-	1/4	2D	5k	3D	90	260	None					+1D Sensors; ↑1 diff lvl to detect	RoE:51
	Nen-Carvon R-23 Paraglider	300	4	-	1	-	1/4	1D	2k	3D	80	230	None						RoE:51
	Nen-Carvon R-444 Sky Swooper	400	4	2	1	-	1/4	1D	10k	4D	28	80	Light blaster cannon	F	1D	50-300/500/1k	2D		RoE:105
	Neor-Yatten ShadoWing-4	15,000	4	-	1	-	1/4	0D+2	5k	2D	70	200	None						RoE:52
Ground Vehicles	Aratech SRV-1 Tread Truck	13,000	5	3000	2, G:2	8	Full	3D+1	-	-	35	100	2 medium laser cannons	Tur	1D+2	50-200/500/1k	3D+2		DSt:75
	Gallis-Tech Scout Wheelbike	10,000	2	20	1	-	1/4	1D+2	-	1D	35	100	Repeating blaster (Char)	F	1D	3-50/120/300	6D		CA4:143
	Jawa Sandcrawler	-	120	40k	50	1500	Full	3D (W)	-	1D	10	30	3 heavy laser cannons	FLR	2D	50-500/1/2k	6D		Tril:157
													Medium blaster cannon	Tur	1D	50-250/750/1.5k	4D		
	KDY HAVw A5 Juggernaut	90,000	21.8	1000	2, G:6	50	Full	5D (Walker)	-	-	70	200	Grenade launcher	Tur	1D	50-100/250/500	8D+1		IS:69
	Minas-Lergo PM-28 Car	10,000	9	200	1	14	1/2	1D+1	-	-	18	50	None						Gor:80
	Nen-Carvon CAVw PX-10 Tank	24,000	5.1	100	1	1	Full	3D+2	-	1D	90	260	Medium blaster cannon	Tur	2D	50-250/750/1.5k	5D		IS:70
	Nen-Carvon PX-4 Mobile Base	110,000	21.8	1000	2, G:1	7	Full	7D	-	-	35	100	Heavy laser cannon	FLR	2D	50-500/1/2k	4D+2		IS:71
Hover Vehicles	Aratech 101C Hover Vehicle	45,000	9	1000	2	8	Full	3D	1	1D	60	180	Double laser cannon	Tur	2D	50-300/500/900	4D		Gor:80
	Aratech 109-Z Cargo Hover	47,000	12	4000	2	12	Full	2D+2	1	1D	42	120	Laser cannon	F	0D	3-50/100/200	4D		Gor:80
	Aratech 93-B Light Hover	25,000	9	2000	2	7	Full	2D	1	1D+2	42	120							Gor:78
	Corp Sec Auth CX12 Hovervan	51,000	13	1000	1	16	Full	6D	10	2D	90	260	2 twin blaster cannons	Tur	2D	1-500/1/1.5k	6D+1	+2D body to front, carries medic and 2-1B medical droid	HSC:111
													Grenade launcher	F	0D	3-75/150/300	5D		
	Mekuun Hoverscout	42,000	15.9	50	1	6	Full	3D	1	1D	70	200	Heavy blaster cannon	Tur	2D	50-250/750/1.5k	6D		IS:78
													Laser cannon	FLR	2D	50-100/200/500	5D		
													Missile launcher	Tur	2D	50-500/1.5/3k	4D		
	SedriMotors Amphibion Hover	14,500	7.3	200	2	20	Full	2D+2	1	1D+2	35	100	Blaster cannon	Tur	1D	10-200/350/500	2D+2	Amphibious, psgr 1/2 cover	DE:126
Sail Brg	Gefferon Pleasure Eclipse Sail Bg	250,000	30	250k	5	225	Var	2D	10	-	28	80	None					Skel 2/+10	2RE:245
	Ubrikkian Luxury Sail Barge	285,000	30	2000k	26	500	Var	2D	10	-	35	100	Blaster cannon	Tur	2D	50-100/500/1k	3D	Skel 10/+10	Tril:158
Skiffs	Aratech WorkStar Drogue Skiff	1,000	5	350	1	1	350	2D	200	1D	8	25	None					14 m vertical move	GG11:86
	GoCorp Arunksin 32 Cargo Skiff	9,000	17.2	100k	1	14	1/4	1D+2	50	1D	30	90	None					Psgr -or- cargo	GG7:36
	SuperHaul Model II Cargo Skiff	23,000	9.5	135k	1	3	1/2	2D	20	-	70	200	None						2RE:243
	TaggeCo Cargohopper 102	13,200	5.5	1000	1	-	1/4	2D	500	1D+2	150	430	None					25m tractor beam (500 kg)	HSC:106
	Ubrikkian Bantha II Cargo Skiff	25,000	9	120k	1	16	1/2	1D	50	-	70	200	None					Psgr -or- cargo	Tril:159
	Ubrikkian Model IV Pssgr Skiff	23,000	17.1	500	1	15	1/2	1D	1	-	35	100	None						RAS:111
	Ubrikkian VX6 Transport Skiff	22,000	17	150k	1	15	1/2	1D	10	1D	70	200	None					Psgr -or- cargo	TT:208
Swoops	Aratech Slicer 5000 Swoop	3,000	2.5	-	1	-		1D	200	3D	200	580	None						Gal:52
	Caelli-Merced CR-43 Swoop	8,000	2.4	3	1	-	1/4	2D+2	3	5D+1	120	350	None						BSS:123
	Kuat Bloodsniffer Swoop	2,400	3.1	1	1	-	1/4	1D	50	4D	260	750	None						GG9:69
	Kuat Racer Swoop	10,000	3.1	1	1	-	1/4	1D+1	50	4D	225	650	None						P&P:50
	Mobquet Asteroid-3 Swoop	3,100	2.9	2	1	-	1/4	1D	200	3D	210	600	None						CA5:93
	Mobquet Flare-S Swoop	6,500	2.5	2	1	-	1/4	1D+1	350	4D+2	225	650	None						Tril:158
	Mobquet Nebulon-Q Swoop	5,500	3	20	1	-	1/4	1D	50	3D+2	260	750	Blaster cannons	F	1D	3-50/100/200	4D	± Sidecar: 1 pssgr, 20 kg, cannon	CA4:131
	Mobquet Nebulon-S Swoop	17,500	4	5	1	-	1/4	1D	50	4D	210	600	Blaster cannon	F	1D	50-300/500/1k	4D	-3D to pilot without Swoop Ops	TT:209
	Ubrikkian Skybird Racer	8,000	2.8	1	1	-	1/4	1D	50	4D	225	650	Blaster cannon	F	1D	3-75/150/250	5D+1	Civilian version without cannon	GG9:68

Ground Vehicles use *Ground Vehicle Operation*, Hover Vehicles use *Hover Vehicle Operation*, Swoops use *Swoop Operation* (specializations in *Glider, Sail Barge, Skiff*).

Ship/Vehicle/Weapon/Armor Repairs

Maneuv Dice			Moves			Shields			Weapon/Armor		
Loss	Diff	Cost	Loss	Diff	Cost	Loss	Diff	Cost	Damage	Diff	Cost
-1D	Easy	10%	-1	Easy	10%	-1D	Easy	5%	Light	Easy	15%
-2D	Mod	15%	-2	Mod	15%	-2D	Mod	5%	Heavy	Mod	25%
-3D+	Diff	20%	-3	Diff	20%	-3D	Diff	5%	Severe	V.diff	35%
			-4	V.diff	25%	-4D+	V.diff	10%			
			Replace	Diff	35%						

Ship/Vehicle/Weapon/Armor Modifications

Hyperdrive			Maneuverability			Move/Space			Shields			Weapon Dmg			Weapon Range			Hull/Body/Armor		
Rating	Diff	Cost	Bonus	Diff	Cost	Bonus	Diff	Cost	Bonus	Diff	Cost	Bonus	Diff	Cost	Bonus	Diff	Cost	Bonus	Diff	Cost
x4→3	Easy	10%	+1	Easy	5%	+5/+1	Mod	10%	+1	Easy	15%	+1	Easy	15%	+5%	Easy	5%	+1	Mod	10%
x3→2	Mod	15%	+10/+2	Diff	15%	+10/+2	Diff	15%	+2	Mod	25%	+2	Mod	25%	+10%	Mod	10%	+2	Diff	15%
x2→1	V.diff	25%	+1D	Diff	15%	+15/+3	V.diff	20%	+1D	Diff	30%	+1D	Diff	30%	+15%	Diff	15%	+1D	V.diff	20%
x1→½	Heroic	35%	+1D+1	V.diff	20%	+20/+4	Heroic	25%	+1D+1	V.diff	35%	+1D+1	V.diff	35%	+20%	V.diff	20%	+1D+1	Heroic	25%
			+1D+2	Heroic	25%				+1D+2	Heroic	50%	+1D+2	Heroic	50%	+25%	Heroic	25%			

Cost is a function of the original **vessel**, not its component. Exception is individual weapons. Modified items should malfunction with a 1 on the wild die; see GG6:34-7 for mishap modifiers (or invent your own based on the situation).

Starship Components

Item	Cost	Avail	Wt (T)	Description	Source	Item	Cost	Avail	Wt (T)	Description	Source
Sienar Starscream-9 Ion Drive	500,000	4,X	24	Space 12; 2x diff to modify, 2x mishap mod	GG6:38	Taim & Bak Kd-3 Light Blaster Cannon	1,000	1	1	SF, FC 1D, range 1-3/12/25, dmg 1D	GG6:40
KDY Boshaa-C'hi Ion Drive	100,000	3,X	18	Space 10; 2x diff to modify, 2x mishap mod	GG6:38	Kuat Vonak Light Laser Cannon	1,500	2	2	SF, FC 2D, range 1-3/12/25, dmg 2D	GG6:40
Corellian Evader-GT Ion Drive	50,000	3,F	16	Space 8; 2x diff to modify, 2x mishap mod	GG6:38	Arakyd Tomral Heavy Laser Cannon	3,000	2,F	4	SF, FC 2D, range 1-3/12/25, dmg 3D	GG6:40
Incom Starslinger Ion Drive	20,000	2,F	12	Space 6; 2x diff to modify, 2x mishap mod > +1	GG6:39	Incom W-34t Turbolaser	9,000	3,X	5	SF, FC 3D, range 3-15/35/75, dmg 7D, rate 1/2	GG6:40
SoroSuub Boav Ion Drive	10,000	2	10	Space 4; ↑1 diff lvl to install on non-SoroSuub	GG6:39	Comar f-2 Light Ion Cannon	1,000	1	0.5	SF, FC 1D, range 1-3/7/36, dmg 2D ion	GG6:40
SoroSuub Griffyn-XTG HD	15,000	3,F	18	x1 HD, +1 diff lvl to install on non-SoroSuub	GG6:39	Comar f-4 Medium Ion Cannon	1,500	3	1	SF, FC 2D, range 1-3/7/36, dmg 4D ion	GG6:40
Corellian Avatar-10 HD	10,000	2	15	x2 HD, +1D to install rolls	GG6:39	Comar f-9 Heavy Ion Cannon	3,000	3,F	2	SF, FC 4D, range 1-3/7/36, dmg 4D ion	GG6:40
Incom Horizon-Hopper HD	7,000	2	12	x3 HD	GG6:39	Arakyd Hi-fex Torpedo Launcher (12)	2,500	2,R	2	SF, FC 2D, range 1/3/7, dmg 9D; 800/torp	GG6:40
Rendili StarDrive ATX-5	4,000	1	10	x4 HD	GG6:39	Arakyd Morne-3 Missile Launcher (10)	3,500	2,R	3	SF, FC 1D, range 1/3/7, dmg 8D; 500/miss	GG6:40
Sienar Lifesaver 1000 HD	2,500	1	8	x5 HD, requires Mod repair roll after each use	GG6:39	Generic Tractor Beam	8,000	2	15	SF, FC 2D, range 1-5/15/30, dmg 4D	GG6:42
Fabritech NightBlind 472 Jammer	4,000	3,X	1	-2D Sensors to detect vessel; +1D to identify	GG6:41	Computer fire linkage	100	1	-	+1D dmg per identical, up to 3, Mod diff	GG6:40
Corellian Trickster Sensor Decoy	2,000	3,F	2	+2D diff to tell ship/decoy, spc 5, single pattern	GG6:41	Generic particle/ray shields	4,000	2	6	1D; for 2D, 10,000/8 T; for 3D, 20,000/10 T	GG6:40
MerenData Mimic Sensor Decoy	13,000	2,X	2	+2D diff to tell ship/decoy, spc 10, can control	P&P:39	Generic sensor arrays	2,200	-	-	Pass 10/0D, Scan 25/1D, Search 40/2D, Foc 2/3D	GG6:41
Arakyd Nightshadow Treatment	Varies	4,X	-	20k/hull D (SF), 50k (Cap); +1D diff to detect	P&P:38	Generic navigation computer	2,000	1	-	Need to install, ↑1 diff lvl if none previously	GG6:43
Fabritech Vanish 2 Sensor Mask	Varies	4,X	-	150k/hull D (SF), 300k (Cap); +2D diff detect/ID	P&P:39	Generic escape pod	1,200	1	5	Food and O₂ for 8 passengers for 2 weeks	GG6:42
Concealed cargo compartment	200/T	1	5:1	Diff Perception, cannot convert >20%	GG6:42	Solid fuel converter	8,000	2	5	1/2 fueling cost, requires source	GG6:42
Hidden cargo compartment	400/T	1	5:1	V.diff Perception, Mod Sensors to find	GG6:42	Atmospheric fuel scoops	15,000	2	5	Can dip into gas/liquid to recharge power	GG6:42
Scanner-resistant compartment	1,000/T	2,X	5:1	V.diff Perception, V.diff Sensors to find	GG6:42	Solar power fuel converters	12,000	2	10	Recharge ship in 15 days in-system (60 out)	GG6:42
Auto-jettison unit	1000	2,R	1	Automatically jettison pre-set compartments	GG6:42	Passenger conversion	400	1	10	Converts 10 T space to 1 passenger room	GG6:42

Droids

	Droid	Cost	Dexterity	Strength	Perception	Knowledge	Mechanical	Technical	Size (m)	Mov	Description	Source
First-Degree (science, math, administrative)	2-1B Surgical Droid	4,300	1D	1D	**3D,** (A)Injury/ailment diagnosis 6D	2D Alien species 5D	2D (A)Bacta tank ops 5D	**3D,** First aid 6D, (A)Medicine 9D	1.5	4	Humanoid, computer tether (5 m, +2D medical skills), hypodermic inj (4D stun)	2RE:239
	A2 Accounting Droid	8,000	1D	1D	1D Bargain 3D	**3D,** Bureaucracy 8D, Business 8D, Value 7D	1D	1D	1.0	10	Hemispherical, 2 arms, repulsor (2 m), holographic recorder/projector	Cyn:49
	AS-M12 Message Droid	4,000 20k (pod)	1D	2D	2D Search 4D	2D Planetary systems 3D	2D Sensors 3D	2D Comp prog/rep 3D	0.5	10	Spherical, retractable arm, computer jack, message req password (or Heroic *Comp*) Pod: SF, 2 m, 4D skill, Spc 6, HD x1, Hull 1D+2	Cyn:51
	EV Supervisor Droid	6,400	1D	1D	2D Command: Droids 5D	**3D,** Intimidation 4D, Languages 4D, Value: droids 4D	1D	**3D.** Comp prog/rep 4D, Droid prog 4D, Droid repair 4D+1	1.8	7	Humanoid, used to command other droids	Cyn:53
	FX Medical Ass't Droid	3,500	0D	1D	2D, (A)Injury/ailment diagnosis 4D	2D Alien species 4D	1D (A)Bacta tank ops 4D	2D, First aid 4D, (A)Medicine 5D	1.7	0	Cylindrical, computer tether (+2D medical skills), hypodermic inj (4D stun), surgical att.	Cyn:54
	GHT Medevac Droid	5,200	1D	2D Lifting 4D	2D Search 4D, Hide 3D	2D Alien spec: biology 4D	1D	2D First aid 6D	1.0	11	Conical, retractable wheels, reinforced lifting arms, repulsor engine (0.5 m), armor (+1D)	Cyn:55
	J9 Verpine Worker Drone	1,200	2D	1D	2D Bargain 4D+2, Sneak 4D	**4D** Alien species 5D+1, Bureaucracy 5D+2, Languages 4D+1	1D	1D Security 5D+1	1.9	10	Humanoid, insectoid "head," olfactory sensor (+1D scent), microwave sensor (+1D *Security*), comm mod (+2D *Languages*)	Cyn:58
	TTS-15 Tutor Droid	500	1D	1D	2D	**3D,** Alien spec 4D+1, Business: econ 4D+2, Cultures 4D+1, Lang 4D+2, Plan sys 4D+1, Scholar 3D+2, Scholar: gal hist 4D	1D	1D Comp prog/rep 2D	1.5	7	Humanoid, education pack: pre-programmed with specific disciplines: material/theoretical sciences, languages, literature, cultures, mathematics; often serves as a teacher to improve players' skills	Cyn:57
Second-degree (specialized, task-oriented, complex functions)	6G2 Explorer Droid	6,700	1D	1D	1D, Search 4D	1D	1D	1D	1.3	10	+2D *Search* moving obj, atmospheric sensor	2RE:238
	AD Armorer Droid	7,700	2D	2D	2D	2D	2D	**3D,** Armor rep 4D+1, Blaster repair 5D	1.5	6	Humanoid, repulsor engine (1 m)	Cyn:59
	FLR Logger Droid	2,500	2D	**4D+2,** Lifting 6D+2	2D, Search 4D+2	1D	1D	1D	2.0	7	Heavy saw (7D), light saw (4D), treads	Cyn:62
	GY-I Info Analysis Droid	7,500	2D	1D+1	2D+1	**3D+1,** Planetary systems 3D+2	2D	2D, Computer prog/repair 3D+2	1.0	5	+1D *Computer* for data research, +2D *Computer* for coll/analysis, humanoid	Cyn:63
	Hatchling Maint Droid	2,050	2D, Blaster 5D, Blaster: welder 7D, Dodge 4D	4D	2D Search 4D	1D	1D	1D	2	6	Welding laser (0.3 m, 8D), repulsor (10 m, move 15 in space), +1D to char's ship repair	Cyn:64
	LE Repair Droid	12,800	2D	2D	1D	2D	2D Astrogation 2D+1, Comm 3D, Sensors 3D	2D, Capital repair 4D, Comp rep/rep 5D, Space trans rep 3D	1.7	7	Humanoid	Cyn:65
	M38 Explorer Droid	13,000	1D	5D	1D	1D, Planetary systems 4D+2, Survival 4D+2	1D	1D	1.3	5	+1D *Search* vibrations/movement <500 m, IR vision, +1D *Lifting*, +1D fine Dex/Tech, treads	Cyn:66
	NR-5 Maint Droid	2,200	1D Dodge 1D+2	1D	1D	1D	1D	1D, Comp prog/rep 4D, Security 2D, Space trans rep 3D	0.7	3	IR/UV vision, +1D Lifting, retractable arm, treads	Cyn:67
	P2 Astromech Droid	2,500	1D	2D	1D, Search 2D	1D	1D, Space trans 2D	2D, Space tran rep 5D	2.2	4	Welder (0.3 m, 5D), Armor (+1D), R2 precursor	Cyn:68
	PG-5 Gunnery Droid	5,100	1D	1D	1D	1D	1D, Capital gunnery 3D, Capital shields 4D, Comm 3D, Sensors 6D, Starship gunnery 3D, Starship shield 4D	2D Capital weap rep 4D, Comp prog/rep 4D, Starship weap rep 5D	2.5	4	Welder (0.3 m, 6D), scomp-link (+1D Computer for compatible systems), retractable arms	Cyn:69
	R2 Astromech Droid	4,525	1D	1D	1D	1D	**2D,** Astrogation 5D, Starfighter pilot 3D, Space transports 3D	3D Comp prog/repair 4D, Starfighter repair 5D	1.0	5	Retractable grasper (+2D Lifting), arc welder (0.3 m, 1D-5D), circular saw (4D), fire extinguisher, various tools, 20x8 cm hidden	2RE:238
	R5 Astromech Droid	2,000	1D	1D	1D	1D	1D	2D, Comp prog/rep 4D, Space tran rep 4D	1.0	5	Welder (0.3 m, 4D), circular saw (0.3 m, 4D), retractable grasper (+1D *Lifting*). 3 wheel legs	Cyn:71
	V6 Pilot Droid	17,800	1D	2D	1D Planetary systems 4D	1D	1D Astrogation 4D, Space trans 5D+2	1D, Comp prog/rep 3D, Space tran rep 3D, Starfighter rep 3D	1.0	5	Starship interface jack, video display screen, 5 pre-programmed HD jumps	Cyn:72
	Viper Probe Droid	14,500	3D Blaster 5D, Dodge 5D	4D	3D, Con 4D, Hide 5D, Investigation 6D, Search 6D, Sneak 5D	2D+2 Planetary systems 4D, Intimidation 7D+2	3D, Astrogation 5D, Comm 6D, Sensors 6D Space trans: H-Pod 5D	2D+1	1.6	12	Repulsor engine, blaster 4D+2, 3-10/30/120, Sens: P 10/0D, Sc 10/1D, Se 500/2D, F 10/3D Pod: HD x2, Spc 3, Mnv 1D+2, Hull 3D, Shld 1D	Cyn:60
Third-degree (human relations)	3PO Protocol Droid	3,000	1D	1D	1D	**3D,** Cultures 6D, Languages 10D	1D	1D	1.7	8	Vocabulator with 7 million languages, can reproduce sound	2RE:239
	C4LR Litigation Droid	3,000	1D	1D	2D Bargain 3D, Persuasion 5D+1	**2D,** Bur: Empire 5D+2 Bur: Court proc 5D+2, Cultures 4D+1, Intim 4D+2, Law enforc 6D, Scholar: Imp law 6D+2	1D	1D	1.6	8	Humanoid, holo projector, perfect court memory, programming prevents lying, Litigation modules (2,000 cr, can load with particular modules of Imperial law, up to 4 at once)	Cyn:74
	MSE-6 "Mouse" Util Dr	350	2D	1D	1D	1D	1D	1D	0.3	5	3D of any one skill: *Hide, Search, B'cracy.,* any repair or programming, *Security*	Cyn:75
	SE4 Servant Droid	2,500	2D	2D Lifting 3D	2D Bargain 3D	2D, Culinary arts 4D, Cultures 3D, Home ec 4D, languages 3D	2D Communications 3D, Repulsorlift Ops 3D	2D First aid 3D	1.6	7	Humanoid, very programmable, develops very etiquette-centered personality	Cyn:76
	Siak Verpine Protocol Droid	3,500	1D Dodge 2D	1D	2D Persuasion 3D	**3D,** Cultures 4D, Cultures: Human 5D, Languages 5D	1D	1D	1.5	6	Humanoid (well, Verpinoid), +1D *Languages*, multiple vocabulator	Cyn:77
	XA-540 Secretary Droid	2,500	1D	1D	1D+1 Bargain 2D+2	2D+1, B'cracy 4D, Business 4D	1D	1D Comp prog/rep 3D+2	1.6	8	Humanoid, loyalty inhibitor (protects classified information)	Cyn:78
Fourth-degree (combat, security)	B-16 Security Droid	4,100	**4D** Blaster 5D+1, Dodge 5D+1, Grenade 5D+1	1D Climbing 2D+1, Swimming 2D+1	**4D** Search 4D+1	**2D,** Languages 3D+1, Law enforc 4D+2, Survival 3D+1	1D	2D Comp prog/rep 3D+2, Security 3D+1	2.3	14	6 legs, motion sensor (+1D *Search*), comm module (+1D *Languages*), speaks droid only, armor (+2D), blaster turret (2-10/25/50, 5D)	Cyn:79
	GX Security Droid	9,000	3D, Blaster 6D, Dodge 8D, Running 4D	1D Lifting 3D	2D Search 4D+2	1D	1D	1D, Comp pr/rep 3D+2 Droid rep 4D, Secur 5D	1.8	10	Mil/gov only (3,X), humanoid, armor (+3D), wrist blasters (3-10/30/100, 3D)	Cyn:80
	IG Combat Prototype	1.5 M	**4D,** Blaster 6D, Dodge 6D, Energy wp 5D+2, Flamethr 5D, Grenade 6D, Missile weap 6D	**4D** Lifting 6D	3D+1 Search 7D, Search: tracking 9D, Sneak 4D	2D+1 Languages 3D+1, Planetary sys 3D+1	2D+2 Astrogation 4D+2, Space trans 4D+1	1D+2 Comp prog/rep 3D, Droid prog 3D, Droid rep 3D	2.0	13	Humanoid, broadband antenna, long-range sensor (+4D *Search* 50-400 m, +2D 401-750m), sonic stunner (10 m, 4D), flamethrower (10 m, 3D/rd), grenade launcher (5D), very rare (4,X)	Cyn:81
	K4 Security Droid	7,500	3D, Blaster 7D, Dodge 8D, Running 4D	1D	1D	1D	1D	1D	1.6	11	Blaster (5-30/100/200, 5D), armor (+2D), 2 arms/legs, camera-type head, avail 2,R	2RE:239
	LE-VO Law Enforcer Droid	9,000	3D Blaster 5D, Dodge 3D+2	3D	1D, Con 2D+2, Command 3D+2, Investigation 4D+2, Persu. 2D, Search 3D	2D+2, Alien spec 3D, B'cracy 3D, Intim 4D, Law enforcement 6D, Streetwise 4D	2D Repulsorlift ops 3D	1D	2.4	12	Humanoid, armor (+2D), two blaster rifles (3-10/100/200, 5D), never shoot to kill	Cyn:83
Fifth-deg	EG-6 Power Droid	2,500	1D	1D	1D	1D Languages: droids 4D	1D Energize 5D+2	**3D,** Machinery rep 5D Repulsorlift rep 4D+1, Systems diagnosis 5D	1.1	3	Armor (+2D), Fine manipulator (+1D Tech), can power Walker-scale and below in 1 std day, respond to nearly all commands	Cyn:88
	S9 Heavy Power Droid	4,000	1D	2D	1D	1D	1D Generator ops 4D	1D, Power cell rep 4D, starfighter rep 3D	0.75	4	Treads, Armor (+1D en, +2D phys), 6 m power cable, can recharge SF-scale in 1 std day	Cyn:89

Droids can be upgraded with additional software or hardware. For modifications/upgrades, see Cynabar's Fantastic Technology: Droids, pp. 20-38.

Stock Non-Player Characters

	Character	Dexterity	Strength	Perception	Knowledge	Mechanical	Technical	Mov	Equipment/Special	Source
Imperials	Army Trooper	**3D,** Blaster 4D+1, Dodge 4D+1, Grenade 3D+2, Vehicle blasters 3D+2	**3D+1** Brawling 4D+1	**2D**	**1D+1** Survival 2D+1	**1D+1**	**1D**	10	Blaster rifle (3-30/100/300, 5D), Armor (+1D phys, +2 en), Grenades (3-7/20/40, radius 2/4/6/10, dmg 5D/4D/3D/2D), Survival belt	GSR:26
	COMPNOR Trooper	**2D+2** Blaster 3D, Dodge 3D+2	**2D**	**2D** Search 3D, Sneak 3D	**2D+2** Survival 3D	**1D+2**	**1D**	10	Blaster rifle (3-30/100/300, 5D), Armor (2-6, +1D phys, +2 en), knife (STR+1D), 3 grenades	RoE:97
	Core World Guard	**2D,** Blaster 5D+1, B parry 5D, Dodge 5D+1, Melee 4D+2, M parry 4D+2	**2D** Brawling 4D	**2D** Investigation 5D, Search 4D+2	**2D** Law enforcement 4D	**2D**	**2D** First Aid 3D+2, Security 4D	10	Blaster rifle (3-10/30/120, 4D), taser staff (5D stun), armor (+1D, IR/UV vision negates dark penalty)	RoE:102
	Naval Trooper	**2D+1,** Blaster 3D+1, Blaster: rifle 4D+2, Brawl parry 3D+1, Dodge 3D+1, Grenade 3D+1, Melee 3D+1, Mel parry 3D+1, Running 3D+2	**2D+2** Brawling 4D+2, Stamina 3D+2	**3D** Command 4D, Search 4D	**1D+1** Intimidation 2D+1, Streetwise 2D+1	**1D+2** Repulsorlift ops 2D+2, Capital ship shields 2D+2	**1D** Security 2D	10	Blast helmet (+1D phys, +1 en), blaster pistol (3-10/30/120, 4D), comlink	GSR:27
	Scout Trooper	**2D,** Blaster 4D, Brawling parry 4D, Dodge 4D	**2D,** Brawling 3D	**2D**	**2D**	**3D,** Repulsorlift: speeder bike 3D+2	**2D**	10	Holdout blaster (3-10/20/40, 3D+2), occ rifle/pistol, Armor (+2 phys/en, see p.13)	GSR:26
	Space Trooper	**3D** Blaster 4D, Brawling parry 5D, Dodge 4D, Grenade 5D, Missile weap 5D	**2D** Brawling 3D, Stamina 4D	**2D+2** Search 5D+2	**2D** Survival 5D+2	**3D,** Astrogation 4D+2, Powersuit op: Space armor 6D, Repulsor op 5D+2, Space trans 5D+2, Starship gun 4D, Starship gun: torpedo 5D+2	**2D** Demolitions 3D+1, Security 4D+1, Powersuit repair 4D+1	11	**Armor**: +4D phys, +3D en, -1D Dex, Spc 1, Move 8. Grenade launcher (5-50/100/200, frag or gas/stun), Mini-torpedo launcher (SF, 25-100/300/700 or 1/3/7 sp, 6D, 6 torps), blaster cannon (10-50/100/150, 6D), laser cutters (SF, 3D)	GSR:26
	Starship gunner	**2D+2,** Blaster 3D+2, Blas artillery 4D+2, Dodge 3D+2, Thrown weap 3D+2, Vehic blast 4D+2	**1D+1** Climbing/jumping 2D+1, Lifting 3D+1, Stamina 2D+1	**1D+1** Bargain 2D+1, Con 2D+2	**1D+1** Value 2D	**3D,** Cap gunnery 5D, Cap shields 4D, Comm 4D, Sensors 4D, Starship gun 4D, Starship shield 3D+2	**2D+1** Cap weapon rep 4D+1, Comp prog/rep 3D+1, Starship weap rep 4D+1	10	Blaster pistol (3-10/30/120, 4D), helmet (comlink, +1D *Capital* or *Starship Gunnery* and *Sensors*), Armor (+2 phys/en)	GSR:27
	Starship pilot	**2D+1** Blaster 3D+1, Dodge 3D+1	**2D** Climb/Jump 3D, Stamina 3D+1	**3D** Hide 3D, Investigation 3D, Sneak 3D	**1D+1** Planetary systems 2D+1	**3D,** Astrogation 4D, Cap gunnery 4D, Cap piloting 5D, Cap shields 4D, Comm 3D+1, Sensors 3D+1, Space trans 4D	**2D** Capital ship repair 3D+1, Cap weapon rep 2D+1, Comp prog/rep 2D+1	10	Blaster pistol (3-10/30/120, 4D), helmet (comlink, +1D *Sensors*), survival gear	GSR:27
	Storm Commando	**3D,** Blaster 7D, B parry 5D+2, Dodge 5D+2, Grenade 5D, Melee 5D+2, Mel parry 5D+2	**3D+1** Brawling 5D	**3D** Hide 6D+2, Search 6D+2, Sneak 7D	**3D** Survival 6D	Beast riding 5D, Hover vehic op 5D+1, Repulsorlift op 5D	**3D,** Armor rep 5D, Blaster rep 5D, First aid 4D, Demolitions 4D+2, Security 3D+2	10	Armor (+1D, macrobinocs 100-250/500/1000, MFTAS, see p.13), blaster carbine (3-30/50/200, 5D+2, +1D aim w/stock), blaster pistol (3-10/30/120, 4D), knife (STR+1D+2)	RoE:102
	Stormtrooper	**2D** Blaster 4D, Brawling parry 4D, Dodge 4D	**2D** Brawling 3D	**2D**	**2D**	**2D**	**2D**	10	Blaster rifle (3-30/100/300, 5D), Blaster pistol (3-10/30/120, 4D), Armor (+2D phys, +1D ener, -1D Dex, see p.13), **cannot** be bribed	GSR:26
	TIE/Fighter Pilot	**3D+1** Blaster 4D+1, Dodge 4D+1	**3D** Stamina 4D	**3D** Command 4D, Search 4D	**2D** Planetary systems 3D	**4D,** Sensors 4D+2, Starfighter piloting 6D, Starship gunnery 5D	**2D** Comp prog/rep 3D+1, Starfighter repair 5D	10	Helmet (comlink, +1D *Sensors*), vacuum suit, 1 week emergency rations, survival gear, blaster pistol (3-10/30/120, 4D)	GSR:27
Rebels	Rebel Commando	**3D+2,** Blaster 4D, Dodge 4D+1	**3D+2** Brawling 4D	**4D** Sneak 4D+2	**3D** Survival: forest 4D	**1D+1**	**2D+1**	10	Camo (+2D Sneak), various weaponry, sensor scrambler (+2D diff to detect), macrobinocs	GSR:27
	Rebel Soldier	**3D+2,** Blaster 5D+2, Grenade 4D+2	**3D** Brawling 4D	**2D**	**1D**	**2D**	**1D+2** Demolitions 2D+2	10	Blaster pistol (3-10/30/120, 4D), Macrobinocs (+1D *Search* >50 m), blast vest (+1D ph, +1 en)	GSR:27
	SpecForce Infiltrator	**2D+2,** Blaster 3D, B parry 3D, Dodge 3D, Firearms 3D+1, Melee 3D+2, Melee: vibroknife 5D+2, Melee parry 3D+2	**2D** Brawling 3D	**2D** Con 3D+1, Hide 3D+2, Search 3D, Sneak 3D+2	**2D** Streetwise 3D+2, Survival 2D+2	**1D+2** Repulsorlift ops 2D+1	**1D+2** Demolitions 2D+2, Security 2D+2	10	Silenced slugthrower (3-10/30/60, 3D phys), garrote (STR+1D), vibroknife (STR+1D)	RoE:75
	Starfighter Pilot	**2D** Blaster 4D, Dodge 3D	**2D+2**	**1D+2**	**1D** Planetary systems 2D+2	**3D,** Starfighter pilot 6D, Starship gunnery 4D	**2D** Comp prog/rep 3D	10	Blaster pistorl (3-10/30/120, 4D), vacuum suit	GSR:27
Independent, Planetary, Criminal, Frings	Bounty Hunter (Advanced)	**2D,** Blaster 6D, Dodge 5D, Grenade 4D, Melee 4D+2, M parry 3D+1	**2D,** Brawling 5D+2, Stamina 3D+2	**2D** Investigation 4D, Sneak 4D+2	**2D,** Intimidation 3D, Streetwise 3D, Survival 2D+1	**2D,** Astrogation 4D, Space trans 5D, Starship gun 5D, Starship shld 4D	**2D** Armor repair 2D+1, Blaster repair 2D+1	10	Armor (+2D phys/+1D en, -1D Dex), 2 HBPs (3-10/25/50, 5D), Blaster rifle (3-30/100/300, 5D), vibroblade (STR+3D), thermal detonator (10D)	GSR:28
	Bounty Hunter (Novice)	**2D,** Blaster 3D+2, Dodge 3D+1, Melee 3D+1	**2D** Brawling 3D+2	**2D,** Investigation 3D, Sneak 3D	**2D** Survival 2D+1	**2D**	**2D**	10	Vest (+2 phys/+1 en), heavy blaster pistol (3-10/25/50, 5D), knife (STR+1D)	GSR:27
	Bounty Hunter (Veteran)	**2D,** Blaster 4D+2, Dodge 4D+1, Grenade 4D, Melee 4D+2, M Parry 3D	**2D** Brawling 3D+2	**2D** Investigation 3D+1, Sneak 3D+2	**2D** Streetwise 3D, Survival 2D+2	**2D**	**2D**	10	Vest (+1D phys/+1 en), heavy blaster pistol (3-10/25/50, 5D), Blaster rifle (3-30/100/300, 5D), hold-out blaster (3-4/8/12, 3D), knife (STR+1D)	GSR:27
	CSA Espo Trooper	**3D** Blaster 3D+2, Br parry 3D+2, Melee: baton 5D	**2D** Brawling 2D+2	**2D** Bargain 2D+1, Search 3D+1	**1D**	**2D,** Beast riding 3D, Ground vehic ops 2D+2, Repulsorlift ops 3D	**2D** Security 3D	10	Blast vest/helmet (+1D phys/+1 en, -1D Dex), stun baton (STR+2D+2 stun), blaster pistol (4D)	HSC:47
	Enforcer	**2D+2** Blaster 4D+2, Brawl parry 4D+2, Dodge 4D+1, Melee 4D, M parry 3D+2	**2D+2** Brawling 4D	**1D+1**	**1D+2**	**1D+2**	**2D**	10	Blaster pistol (3-10/30/120, 4D), vibroblade (STR+2D)	GSR:28
	Gamorrean Bodyguard/Bouncer	**3D** Blaster 5D, Dodge 4D+2, Melee 5D, M parry 5D	**4D+1** Brawling 5D+1, Lifting 3D+1	**2D** Gambling 3D	**1D+1**	**1D**	**1D+1**	7	Mace (STR+1D+2), Blaster pistol (3-10/30/120, 4D), some may have vibro-axe (STR+3D)	Snov:17
	Mercenary (Weequay)	**3D+2,** Blaster 5D, Dodge 4D+2, Melee: force pike 6D, Melee parry 5D	**3D+2** Brawling 5D, Stamina 3D+2	**2D+1** Search 4D, Strength 3D+2	**2D+2**	**2D**	**3D** Melee weapon repair 4D	10	Weequay telepathy, force pike (STR+2D), vest (+1D+1 phys/+2 en)	GG5:21
	Mercenary, elite (Churhee's Rifles)	**3D,** Blaster: pistol 6D+2, rifle 8D+2, Dodge 5D, Grenade 4D, Melee 4D+2, Melee parry 4D+2	**3D** Stamina 5D	**3D** Hide 5D, Search 7D+2, Sneak 5D	**3D** Planetary systems 5D, Survival 5D	**2D+2** Hover vehicle ops 4D, Repulsorlift ops 4D, Walker ops 3D+2	**3D** Computer prog/rep 4D, Demolitions 4D, First aid 4D, Security 4D	10	Helmet (+1D), vest (+1D phys/+1 en), various blasters (usually a pistol and rifle), knife (STR+1D), survival kit	GG9:55
	Pirate, novice (Maelstrom Rider)	**3D+2,** Blaster 4D+2, Melee combat 4D+2	**2D+2** Brawling 3D	**3D**	**2D**	**3D+2,** Astrog 4D, Cap gun 4D+2, Cap pilot 4D	**3D**	10	Usually fly small capital ships or large trans Blaster pistol (3-10/30/120, 4D), knife (STR+1D)	CA3:36
	Pirate, veteran (Khuiumin Survivor)	**2D** Blaster 6D, Dodge 7D	**2D**	**2D**	**2D**	**2D,** Cap/Space trans 4D, Cap/Starship gun 5D	**2D**	10	Usually fly small capital ships or large trans HBP (3-7/25/50, 5D), sword (STR+2D)	GG9:60
	Skip Tracer (Private Investigator)	**2D** Dodge 3D+2, Running 3D	**2D**	**2D,** Bargain 3D+1, Con 3D+1, Hide 4D+2, Investig 5D+2, Persu 4D, Search 5D, Sneak 4D+1	**2D,** Alien Species 4D, Planetary systems 4D+1, Streetwise 6D+2	**2D** Ground vehicle ops 3D	**2D**	10	Blaster pistol (3-10/30/120, 4D), datapad	GG11:93
	Smuggler	**2D+1** Blaster 4D, Dodge 4D+1	**2D**	**2D** Bargain 2D+2, Con 4D+1	**1D+1** Streetwise 4D+2	**2D+2,** Astrogation 4D+2, Space trans 5D+2, Starship gunnery 4D+2	**1D+2**	10	Heavy blaster pistol (3-10/25/50, 5D)	GSR:28
	Street tough/thug	**3D+2,** Blaster 4D, Dodge 4D, Melee 4D+2	**3D+2** Brawling 4D+2	**2D**	**1D**	**1D**	**2D**	10	Knife (STR+1D), Stun baton (STR+1D or 5D St), hold-out blaster (3-4/8/12, 3D)	AJ7:103
	Swoop Gangster (Bloodsniffers)	**3D+1,** Blaster 4D+2, Vehicle blasters 5D	**3D**	**2D**	**2D**	**2D** Swoop operations 5D+2	**2D**	10	Blaster pistol (3-10/30/120, 4D), jacket (+1D phys/+2 en), helmet (+1D+2 phys, +2 en)	GG9:69
	Slaver (Thalassian)	**2D** Blaster 6D+2, Dodge 7D+2	**3D+2**	**2D**	**2D** Intimidation 5D	**2D,** Cap gunnery 7D, Cap piloting 6D, Fighter pilot 5D, Starship gun 4D+2	**2D**	10	Usually fly small capital ships and Z-95s Blaster pistol (3-10/30/120, 4D), sword (STR+2D), knife (STR+1D), slave collar/harness	GG9:62

These are **standard** values; certain individuals will have improved skills/equipment. Skills listed do **NOT** reflect armor penalties (e.g. a Stormtrooper in armor has 3D *Blaster*).

The Force

Basics
2RE:136-153

I can say with distinct certainty that I never understood the Force in this game until I made this document. My circle just never had many Force users in it; we thought it seemed pretty complicated and difficult to develop as though one would have to sacrifice the "normal" skills just to develop into a half-decent Force user. That being said, now that I've gone through the books again to put this quick-reference guide together, I can tell that we missed out on a very **dynamic and fun** part of Star Wars.

Becoming Force-sensitive is easy, according to the core rulebook: you simply **choose** to be Force-sensitive at creation, or you spend **20 Character Points** (CPs) to become Force-sensitive at any point down the line. *[Opinion: Our circle thought that was a bit too easy to attain, so we use a "Force roll" of 3D at character creation; 14 is Force-sensitive with no Force skill dice, 15 has 1D Force skill dice and 1 power, 16 has 3D and 3 powers, 17 has 6D, 6 powers, and a lightsaber, and 18 has 9D, 9 powers, and a lightsaber.]* Again, this is entirely up to your circle to decide how to do it.

Using a Force skill or power has essentially the same mechanics as anything else in the game: **pick a difficulty and make the roll.** Difficulty levels are dependent on the individual power and are often modified by **proximity and relationship** (see charts).

The Force is **not limited to the Jedi**, although that's what most players prefer to be because that's what we know from the movies and books. Keep in mind that there are non-Jedi/Sith Force users: the Revwiens (GG12:73), a plant race, use the Tyia discipline which has its own specific code. The Witches of Dathomir (CTD:13-25) have "spells," which in game terms are skills separate from the three Force skills. See their individual sources for how to play as or GM an adventure with these rare, unique characters.

Some of the most important things about playing as and GMing Force wielders, especially Jedi, are the **story factors** which surround them. Do not let them "break the game." Also, use dreams and premonitions to guide them, but don't go so far as to let them think they don't control their own characters' destinies. It goes without saying what problems a Jedi in Imperial space – or in Old/New Republic times while outside of the Jedi Order – can cause. A criminal syndicate or planetary monarchy may decide they want one captured. Word will probably travel fast around the galaxy if there's a Jedi around, so have players **use discretion** when using their characters' Force powers. *[Opinion: If they're indiscriminate about them, consider bringing in a bigger challenge, like an Imperial assassination squad…or, better yet, have a Dark Jedi or Sith seek them out.]*

Force Skills
2RE:140-1

The Force skills, *Control, Sense, and Alter*, are fairly easy to understand. At **creation**, one places dice into Force skills as though they were *attribute* dice; once the character is created, Force skills cost 10 CPs to learn anew (0D → 1D) and are increased as though they were *skill* dice: 1/D CPs to increase +1 (and only +1 at a time between adventures). Note that this doubles without a teacher, and they cannot be learned **anew** without a teacher (see "Teachers" later). The Force skills are:

- **Control** is the ability to utilize the beings which the Force touches without changing them, especially one's own body. Healing oneself, concentrating, and resisting damage are used with *Control*.
- **Sense** allows the Force user to feel the universe around them. In most situations involving sight or hearing, a GM may allow a *Sense* roll instead of **Perception**. Detecting danger, life, and reading others' emotions are done with *Sense*.
- **Alter** permits the Force user change the distribution and nature of the Force. This can be used to move objects telekinetically, heal or harm others, and affect others' minds.

Force Powers
2RE:141-2

Force powers have specific applications and are governed by the skill for which they are used. Most powers fall under one skill, e.g. Control Pain is a *Control* power, and others are tied to two or three skills, such as Lightsaber Combat (*Control* and *Sense*) or Affect Mind (*Control, Sense,* and *Alter*). Powers are often modified by proximity and/or relationship (see table to right). When using powers which use multiple skills in a single round, the multiple action penalty (-1D per extra action) applies; this penalty is negated if the character only rolls one skill per round (or out of combat).

Some powers may be **kept up,** meaning they only must roll once at its initial use, and it remains in use until the character "drops" the power or is stunned or wounded. Note that powers of more than one skill count as **that many actions**: a player using Lightsaber Combat (*Control/Sense*) must make both rolls, placing him at -2D for all other actions, including while the power is kept up.

Each time a character improves a Force skill, he may learn a power under that skill. Alternately, he may spend 5 CPs per skill the power uses. Multi-skill powers must have both skills enhanced to learn; if a character wants to learn Affect Mind, he must improve all of *Control, Sense,* and *Alter* at once or spend 15 CPs. Force powers cannot be learned without a teacher, and the power taught is of the **teacher's choosing**. Some powers are inherently Dark-Sided and result in an automatic DSP (marked with ‡).

Teachers
2RE:139

If a character has Force skills and powers at creation, he must have had a teacher at some point. Finding a teacher, such as an eccentric village elder or a lost Academy, can be a good story device even for non-Force-users. Additionally, **Holocrons** and ancient textbooks can be used as a proxy for learning Force powers, although the GM may still keep the double-cost penalty for not having a live teacher. A Force user must have **3D** in a Force skill to serve as a teacher for that skill. Teachers are **required** for:

- **Learning a skill** (*Control, Sense, Alter*) anew; it costs 10 CPs and they start at 1D.
- **Learning powers** at the time a Force skill is improved and must be of that same skill, or they cost 5 CPs per skill. They are chosen by the teacher (not the student).

Teachers are **not required** for *improving* Force skills; however, the cost doubles without.

Light and Dark Side
2RE:139-42,152

This is a good "balancing" device for GMing Force users, especially Jedi. The Jedi code should govern almost all their actions during the adventure. It is as follows:

There is no emotion; there is peace.
There is no ignorance; there is knowledge.
There is no passion, there is serenity.
There is no death; there is the Force.

Basically, Jedi characters are compelled to use their powers responsibly, and they cannot allow their actions (or inaction) to result in harm to innocents. Jedi should receive **DSPs** whenever these negative actions occur as a result of their decisions. Likewise, Jedi (and Light Side non-Jedi Force users) should **receive FPs** (and **regain** the one they spent, if used at the dramatically appropriate moment) if their decisions are ones of selflessness and protection, e.g. life-saving healing or jumping in the way to parry a blaster bolt.

The lure of the **Dark Side** is ever-present: non-Dark Side characters receive **+1D to their Force skills** for each DSP they have. If they refuse, **increase** all Force difficulties one level. Each time a character (even non-Force) **gets a DSP**, roll 1D; if it is less than the number of DSPs they have, they turn to the Dark Side. They may **atone** for two adventures to remove one DSP if they do only "good" actions, as determined by the GM.

Dark Side characters do not receive the +1D per DSP bonus, but they:

- **Call on the Dark Side**: +1 DSP, Easy *Control* or Mod Perception roll: receive **+1 FP** only to be used that round. +10 diff to call if the action wouldn't bring harm/pain, and +3 diff for each extra call per adventure. **Failing a call** means losing -1D CPs or a permanent -1D to an att/Force skill of player's choice; if it reaches 0, he dies.
- **Cannot gain CPs normally**; they gain a CP each time they gain a DSP.
- **Cannot gain FPs normally**; they must spend an FP to commit evil at the dramatically appropriate time, which they would get back plus another one after the adventure.
- May **return to the Light** by using an FP during a heroic sacrifice; they lose all FPs and CPs, and their DSPs drop to 5. They may atone (as above) to lose further DSPs.

Lightsabers
TJ:142

Lightsabers use the *Lightsaber* skill (Dexterity, separate from *Melee Combat*), availability 4,X, and do an average of **5D energy damage**. The attack difficulty is **Difficult**; if the character fails by 10 or more, he damages himself with it. The *Lightsaber* skill is used for attacking and parrying melee attacks; if Lightsaber Combat is up, *Lightsaber* is used to parry blaster bolts, but redirecting one is an additional *Control* roll to hit. Remember, if Lightsaber Combat is kept up, the character is at -2D to all actions for a two-skill power.

The ability to **construct a lightsaber** requires the *Lightsaber Repair* skill (Technical) and the following components: power cell, handgrip, activation plate, safety, blade-length adjuster, emitter matrix, recharge socket, lens assembly, focusing crystal, and power conduit. The construction difficulty is Very Difficult (21-30) and takes 1 month (about 2 adventures). A character may take an extra month to reduce the difficulty one level, down to Easy (4 months). The damage may also be modified as any other weapon; use a base cost of 10,000 credits and increase the difficulty of all modifications by one level.

Several types of crystals (usually the Adegan crystal family) may be used, e.g. kathracite (3D+2), relacite (4D), danite (4D+2), mephite (5D), and pontite (5D+2). Some crystals may grant bonuses to attacking, parrying, or deflecting blaster bolts. GMs can use such crystals as "rare drops" for tough bosses or as an odd find in bazaars.

[Opinion: If a player wants to find a lightsaber on the black market, it would probably require a Heroic Streetwise roll to find (it would clearly be criminal in the Empire) and cost upwards of 50,000 credits. Of course, who'd know if it works…or if it's even real?]

+Diff	Relationship Modifier (RM)	Proximity Modifier (PM)
None	Relatives	Touching
+2	Close friends (e.g. permanent party members)	In line of sight
+5	Friends (e.g. occasional party members)	Out of sight, <100 m away
+7	Acquaintances	100 m – 10 km away
+10	Slight acquaintances	10 km – 1000 km away
+12	Met once	Same planet, >1000 km away
+15	Never met, known by info/reputation	Same star system, different planet
+20	Complete strangers, same species	Not in the same star system
+30	Stranger of another species	Not in the same sector

The Force

Control Powers

Power	Difficulty	Time	Up?	Effect	Source
Absorb/Dissipate Energy	Varies	1 rd	Y	**VE**: sunburn, **E**: intense sun, **Mod**: solar wind, **Diff**: rad storm; may keep up if constant source; for blaster bolts, must use **prior to being hit** (difficulty: Mod + damage)	2RE:142
Accelerate Healing	Varies	1 min	N	**E**: wounded, **Mod**: incap, **Diff**: MW; make 2 natural healing rolls 12h apart in same day, +2 to both to heal; can only attempt once daily	2RE:143
Concentration	Varies	1 rd	N	**E**: relaxed, **Diff**: aggression, **V.diff**: acting on negativity; +4D to one action in round (may take only that action, incl reactions), may combine with FP/CP	2RE:143
Contort/Escape	Varies	1+ rd	N	Req. Concentration, Control Pain, Enhance Attribute; **VE**: loose bond, **E**: handcuffs, **Mod**: harness, **Diff-Heroic**: max security	TJ:41
Control Disease	Varies	30 min	N	Req. Accelerate Healing, **VE**: cold, **E**: fever/flu, **Mod**: gangrene/hive virus, **Diff**: life-threatening disease, **V.diff**: massive dz, e.g cancer; **Heroic**: imminently deadly	2RE:143
Control Pain	Varies	1 rd	Y	May use as reaction to being damaged. No damage penalties, yet damage still counts; **E**: stun/W/W2, **E**: incap, **Diff**: MW (still roll 2D/rd, can still die despite control)	2RE:143
Detoxify Poison	Varies	5 min	N	**VE**: alcohol, **E**: mild poison, **Mod**: avg poison, **Diff**: virulent poison; **V.diff-Heroic**: neurotoxin	2RE:144
Emptiness	Mod	Varies	Y	Req. Hibernation Trance. Diff roll to exit; **+6 bonus to Force** (-1 per DSP) for time spent in Emptiness or until wounded; add original roll to Force diff vs user	2RE:144
Enhance Attribute	Mod	1 rd	N	Bonus to one attribute at a time; If beats difficulty by **0-13**: +1D for 3 rd, **14-25**: +2D for 2 rd, **26+**: +3D for 1 rd	TJ:44
Force of Will	Easy	1 rd	Y	Add *Willpower* roll to *Control* or Perception roll to resist Force powers with internal effects (excl Force Lightning); if *Willpower* + *Control* > attack, attack fails. If **attack > Willpower + Control**, attack succeeds. If attack > *Control* but < *Willpower + Control*, attack fails but *Willpower* is at -1D until 1 hr meditation	TJ:45
Hibernation Trance	Difficult	Varies	Y	Declare awakening stimulus when entering, uses 10% as much air/metabolism, up to 3 months prior to starving; appears dead except to Life Detection/Sense	2RE:144
Instinctive Astrogation Control	V. Difficult	1 min	N	Course diff modifiers: Easy: +5, Mod: +10, Diff: +15, V.diff: +20, Heroic: +30. **Success** = VE *Astrogation* difficulty to plot. **Fail 1-4**: V.diff, **fail 5+**: Heroic	TJ:46
Rage‡	Difficult	1 rd	N	DS only. Req. Hibernation Trance; Diff roll every 4 hours or exit trance, **+10 bonus to Force** for time spent in trance, 1D dmg to self per 2 hr , -1D dmg resist	TJ:46
Reduce Injury	Varies	1 rd	N	Req. Control Pain. Reduces any status to Wounded. Must use within 1 rd of injury. **Mod**: incap, **Diff**: MW; **V.diff**: killed (should receive permanent injury)	2RE:144
Remain Conscious	Varies	1 rd	N	Req. Control Pain. If would be knocked uncon, may take no actions; roll for 1st action next rd. **E**: stunned, **Mod**: incap, **Diff**: MW. **Success** = 1 action prior to uncon.	2RE:144
Remove Fatigue	Moderate	1 rd	Y	Req. Control Pain, Accelerate Healing. Req daily *Stamina* to keep up. Must fail two *Stamina* checks before being fatigued; if two failed, -1D all for 1D hr	TJ:47
Resist Stun	Moderate	1 min	Y	Must activate prior to damage; negates all stun results (except unconscious). Other injuries treated normally.	2RE:145
Short-term Memory Enhan.	Difficult	1 rd	N	Req. Hibernation Trance. Use to recall clues/hints given by GM, e.g. way out. **Succeed 0-8**: through current adventure, **9-20**: curr/last adv, **21+**: through last 2 adv	TJ:47

Sense Powers

Power	Difficulty	Time	Up?	Effect	Source
Beast Languages	Varies	1 rd	Y	Req. Life Sense, Rec/Proj Telepathy, Translation; **E**: domesticated/friendly; **Mod-Diff**: wild/non-predatory; **Diff-Heroic**: predatory. -2D Orneriness and can talk/listen	TJ:48
Combat Sense	Moderate	1 rd	N	Req. Danger Sense, Life Detection. No initiative (decides place in order). **+3 diff/target, +2D to hit/evade** vs targets. Lasts 10 rounds/use (not required to keep up)	TJ:48
Danger Sense	Moderate	1 rd	Y	Req. Life Detection. Grants **1 rd to act** if otherwise would have been surprised. Opposed with *Control* (adds to difficulty)	TJ:48
Instinctive Astrogation	Moderate	1 min	N	Req. Magnify Senses. Course diff modifiers: +5 Diff, +10 V.diff, +15 Heroic. **Success**: Easy *Astrogation* difficulty to plot. **Fail 1-4**: V.diff, **Fail 5+**: Heroic	TJ:48
Life Detection	Moderate	1 rd	Y	VE if Force-sensitive target; detects live sentient beings within 10 m. Opposed with *Perception*. **Success >10**: aware of Force skills/sensitivity, and identity if met prior	2RE:146
Life Sense	VE+RM/PM	1 rd	Y	Req. Life Detection. Senses presence and identity of specific person; aware of damage status, disease. Opposed with *Control* (adds to difficulty)	2RE:146
Life Web	Varies	2+ days	N	Req. Life Detection/Sense, Sense Force. Specialized to species (3 CP). Finds location/direction of a population >10^5 in galaxy. VE: >10^{10}, E: 10^9, Mod: 10^8, Diff: 10^7, etc.	TJ:49
Magnify Senses	VE+PM	3 rd	N	Augments sight/hearing/smell for distance. Does not change visual or sonic frequency, e.g. UV spectra, or allow scents which are impossible for species to detect.	2RE:146
Postcognition	Varies	5 min	N	Req. Life Detection, Life Sense, Sense Force. Can view object's use/users in past. If **<2h, Diff**: 2h-7d, **Diff**: 7d-6mo, **V.diff**: 6-12 mo, **Heroic**: 1-2 yr, +10/yr. If **roll > 3x diff**: can experience full events; if **roll 2-3x diff**: good impression, but slightly wavery/obscured; if **roll 1-2x diff**: vague impression, senses obscured	2RE:146
Predict Natural Disaster	Varies	15 min	N	Req. Danger Sense, Life Detection, Weather Sense, Magnify Senses. Works 12 hr (+1 diff lvl/12hr). **E**: lived in area >1 yr, **Mod**: 6-12 mo, **Diff**: 1-6 mo, **V.diff**: <1 mo	JA:45
Receptive Telepathy	VE+RM/PM	1 rd	Y	Req. Life Detection/Sense. **Success**: read surface thoughts/emotions; **roll >2x diff**: may sift through memory <24h next round. May resist with Perception or *Control*.	2RE:146
Sense Force	Mod+PM	1 rd	Y	+1 diff lvl for details/specific objects; does not specifically detect sentient beings. Detects magnitude of Force, rough type, and quantity of life, and vague premonition	2RE:147
Sense Force Potential	Moderate	6 rd	N	Req. Life Detection/Sense, Rec Telepathy, Sense Force. User is repelled relative to target's Force ability. May oppose with Perception or *Control*	TJ:50
Sense Path	Moderate	1 rd	Y	Req. Emptiness, Hibernation Trance. Use to get **gamemaster hints** as to consequences of actions (e.g. Light/Dark), foreshadowing based on adventure decisions, etc	TJ:50
Shift Sense	Varies	1 rd	Y	Req. Magnify Senses. Changes sensory spectra (e.g. UV/IR) instead of just augmenting. **Mod**: simple, **Diff**: uncommon (comm frequencies/IR), **V.diff**: specific, complex	TJ:51
Translation	Moderate	1 rd	N	Req. Rec/Proj Telepathy, Life Detection/Sense. May **speak/decipher** both visual/spoken languages **if previously seen/heard**. +1 diff lvl for droids, +20 if written only	TJ:52
Weather Sense	Varies	1 rd	Y	Req. Magnify Senses. Allows prediction of weather/atmosphere over next 4 hours. **E**: lived in area >1 yr, **Mod**: 6-12 mo, **Diff**: 1-6 mo, **V.diff**: <1 mo	TJ:52

Alter Powers

Power	Difficulty	Time	Up?	Effect	Source
Bolt of Hatred‡	Mod	1 rd	N	Use *Thrown Weapons* skill at +2D to hit single target in line of sight; damage 6D, -1 CP to target it hit.	TJ:87
Dark Side Web‡	Difficult	1 rd	Y	May reduce target's Force skills and Strength by a total of the user's *Alter* dice (e.g. if user has 6D *Alter*, may remove -1D from each Force skill and -3D Strength, or -6D *Control*, etc)	TJ:87
Injure/Kill‡	Varies	1 rd	N	Req. Life Detection/Sense. Must be touching (e.g. *Brawling*). Physical damage equal to user's *Alter* vs target's *Control* or Perception	2RE:147
Telekinesis	Varies	1+ rd	Y	Move objects. **VE**: <1 kg, **E**: 1-10 kg, **Mod**: 11-100 kg, **Diff**: 100-1000 kg, **V.diff**: 1000-10,000 kg, **Heroic**: <100 T, may move **10 m/rd** (+5 diff for each extra 10). **Maneuvers**: +1-5 gentle turns, +6-10 for easy maneuvers, +11-25 for complex/attacking. Attacking w/objects uses **Control vs Dodge**; <1kg 1D, <10 kg: 2D, <100 kg: 4D, <1T 3D sp,, <10T: 3D SF , <100T: 5D SF	2RE:147

Control/Sense Powers

Power	Control Diff	Sense Diff	Time	Up?	Effect	Source
Farseeing	VE + PM	VE + RM	1+ min	N	+5-20 for past, +10-30 for future; percent completion of vision if success: +0-10 50% past/10% future, +11-20: 75%/25%, +21-30: 90%/50%, 31+: 100%/75%	TJ:53
Life Bond	Mod	Varies +PM	1D wks	Y	Req. Life Detection, Life Sense, Magnify Senses, Rec Telepathy. Form **permanent mental link**; share DSPs, takes 1D weeks to form, -1D to *Control* until formed **Easy**: general loc/emotions, **Mod**: share senses/injuries (-1 lvl) , **Diff**: rec telepathy, **V.diff**: proj tele and shared premonitions; if death, shock 1D d, -1D all 1D wk	TJ:54
Lightsaber Combat	Mod	Easy	1 rd	Y	Add *Sense* to hit/parry and +/- up to *Control* to damage; when parrying blaster bolts, to redirect: additional *Control* roll to hit vs weapon's range or *Dodge* **Example**: if *Lightsaber* skill 7D, damage 5D, *Control* 4D, *Sense* 3D: 8D to hit/parry (7D + 3D – 2D for MAP), up to 7D damage (5D + 4D – 2D for MAP)	2RE:148
Projective Telepathy	VE + PM	VE + RM	1 rd	N	Req. Life Detection, Life Sense, Rec Telepathy. Can project thoughts, emotions, and a few words (not sentences). +5-10 diff if unable to speak; may oppose w/	2RE:148

Control/Alter Powers

Power	Control Diff	Alter Diff	Time	Up?	Effect	Source
Accelerate Another's Healing	VE + RM	VE	1 min	N	Req. Control Another's Pain, Control Pain. Must be touching other character. Can make additional natural healing roll; see Accelerate Healing	2RE:148
Control Another's Disease	VE + RM	Varies	30 min	N	Req. Accelerate Healing, Control Disease. See Control Disease for disease difficulties	2RE:148
Control Another's Pain	VE + RM	Varies	1 rd	Y	Req. Control Pain. Must be touching other character. **VE**: stunned/wounded, **E**: incap, **Diff**: MW (can still die if pain controlled); see Control Pain	2RE:148
Control Breathing	Mod	Very difficult	1 rd	Y	Controls oxygen in atmosphere, allowing breathing in trace atmosphere or underwater (must be oxygen present). Dropped if incapacitated	TJ:56
Detoxify Another's Poison	VE + RM	Varies	5min	N	Req. Accel Healing, Accel Another's Healing, Control Pain, Control Another's Pain, Detoxify Poison. See Detoxify Poison for difficulties	TJ:56
Electronic Manipulation‡	Varies + PM	Varies (task)	1 rd	N	Req. Abs/Dissip Energy, Affect Mind. *Control*: **E**: non-sentient machines, **Mod**: sentient, **Diff**: hostile; *Alter*: **E**: slight, **Mod**: significant, **Diff**: major	TJ:87
Feed on Dark Side‡	Mod	Mod	1 rd	Y	Req. Sense Force. Each round an opponent gets a DSP, the user gets a DSP and FP. The FP must be spent within 5 min. VE *Control* to keep up each rd.	TJ:56
Force Lightning‡	Diff + PM	Per/*Control*	1 rd	N	Req. Abs/Dissip Energy, Injure/Kill, Inflict Pain. Deals *Alter* damage vs. Strength or Abs/Dissip. If damaged, cannot act this or next round	TJ:57
Inflict Pain‡	VE + PM	Per/*Ctrl*+PM	1 rd	Y	Req. Control Pain, Life Sense. Deals **stun damage** equal to *Alter*, resisted with *Control*/Per/*Willpower*. If damaged, cannot act this or next round	TJ:57
Place Another in Hib. Trance	VE + RM	VE + PM	5 min	N	Req. Hibernation Trance. Target must be willing, requires physical contact. Can bring out of trance at +10 difficulty.	2RE:149
Remove Another's Fatigue	Easy	Mod+PM+RM	1 rd	N	Req. Accel Healing, Accel Another's Healing, Control Pain, Control Another's Pain, Remove Fatigue. Must wait until target is actually fatigued.	TJ:57
Return Another to Conscious	Easy+PM+RM	Varies	1 rd	N	Req. Remain Conscious, Control Pain. *Alter*: **Easy**: incapacitated, **Diff**: mortally wounded. Must be touching target. Penalties for damage remain.	2RE:149
Transfer Force	Easy + RM	Mod	1 min	N	Req. Control Pain, Control Another's Pain. -1 FP (regain at end of adventure). Stabilizes MW characters for 6 weeks (remains MW/unconscious).	2RE:149

Sense/Alter Powers

Power	Sense Diff	Alter Diff	Time	Up?	Effect	Source
Dim Other's Senses	E + PM	Per/*Control*	1 rd	Y	+3 per add'l target, highest Per/*Control* rolls for group. **Reduces targets' Perception**. Alter > Per/*Control* **0-5**: -1, **6-10**: -2, **11-15**: -1D, **16-20**: -2D, **21+**: -3D	TJ:64
Force Wind‡	Mod	Varies (diameter)	1 rd	Y	Req. Magnify Senses, Shift Sense, Telekinesis. *Alter*: **Mod**: 5 m diameter, **Diff**: 10 m, **VD**: 15 m. Creates tornado dealing *Alter* damage to anyone in range.	TJ:88
Lesser Force Shield	Easy	Mod	1 rd	Y	Req. Absorb/Dissipate Energy, Concentration, Magnify Senses, Telekinesis. Adds +1D to all external damage resistance, including phys, energy, gas, falling.	TJ:65

Control/Sense/Alter Powers

Power	Control Diff	Sense Diff	Alter Diff	Time	Up?	Effect	Source
Affect Mind	Varies + PM	Per/*Control*	Varies	1 rd	N	Alters a **perception/memory/conclusion** or emotion. *Control*: **VE** perceptions, **E** memories, **Mod** conclusions. *Alter*: **VE**: slight per/distant memory/doesn't care, **Easy** brief/<1 yr /minor emotion, **Mod** short/<1 day/defying orders, **Diff**: 2+ senses/<1 min/important matter, **V.diff**: 5 senses/major mem/illogical	2RE:149
Battle Meditation	Varies	Varies	Varies	5 m	Y	All diff: **VE**: 1-2 targets, **E**: 3-20, **Mod**: 21-100, **Diff**: 101-1k, **VD**: 1k-10k, **H**: >10k; enemies -1D, allies +1D all per 4D in user's highest Force skill	TJ:58
Control Mind‡	E (DS), M (LS)	Per/*Ctrl*+RM	Varies + PM	1 rd	Y	Req. Rec Telepathy, Telekinesis, Affect Mind. **VE** 1 target, **E** 2, **M** 3, **D** 4-5, **VD** 6-8, **H** 9-15; +2 lvl/max 5 for LS. May roll to escape if new target added	TJ:59
Doppelganger‡	V.diff	V.diff	Heroic	5 m	N	Req. Ctrl/Anoth Pain, Emptiness, Life Det/Sense, Mag Sense, Rec/Proj Tel, Sense Force, Telekinesis, Transfer Force, Aff Mind. Creates **sense-linked illusory double** which registers as normal to A/V sensors (incl. droids/computers). Must re-roll every 5 min. Double has half dice of all user's skills.	TJ:60
Drain Life Energy‡	Easy	Easy + PM	Easy	1 rd	N	Req. Ctrl/Anoth Pain, Life Det/Sense, Mag Senses, Sense Force, Remove Fatigue. Draws energy from non-sentient life; user will **not fatigue or sleep**	TJ:61
Enhanced Coordination	Moderate	Difficult	Varies + PM	1 rd	Y	Req. Life Sense, Affect Mind. *Alter*: **VE** 1-10, **E** 11-100, **Mod** 101-500, **Diff** 501-5k, **VD** 5-50k, **H** 50-500k. Choose 3 Dex/Mech/Str skills; targets get +1D per 3D	TJ:62
Force Harmony	Diff + PM	Diff + RM	Mod	1 rd	Y	Req. Life Det/Sense, Rec/Proj Tel. LS users receive **+5D to resist DS effects** (including damage from DS powers). Can target number up to *Sense* dice. If both the *Control* and *Sense* "set" rolls exceed the highest skill roll of the DS user, the DS user's power is "countered" and drops all "up" powers.	TJ:62
Projected Fighting	Difficult	Difficult	Mod + PM	1 rd	N	Req. Concentration, Telekinesis. Can use Easy *Brawling* attack at distance; only Force Sensitives may parry. DSP if not used for Stun damage	TJ:63
Telekinetic Kill‡	Easy + PM	Easy + PM	Per/*Control*	1 rd	N	Req. Control Pain, Inflict Pain, Inj/Kill, Life Sense. *Alter* **damage** vs Control or Perception to resist. Collapses trachea, stirs brain, squeezes heart, etc	TJ:63

‡ = automatic DSP for use. RM = Relationship Modifier. PM = Proximity Modifier. For rare "God-like" powers (Create Force Storms, Drain Life Essence, Transfer Life, etc), see Tales of the Jedi Companion.

Author's Notes

Gamemastering

- **You** run the table. The rules and system provide the framework, but if there's a gray area or lack of certainty, things work the way you say.

- If something in here or in a book doesn't quite match up the way you want it – you're looking for a good enemy NPC or some special loot, but none of the ones listed quite equal what you want – **make it up**.

- It's called a role-playing game, **not "roll-playing."** Don't let it just be a series of dice rolls. Make your players really play their characters by creating incentives for them to incorporate characters' personalities or special traits into the adventure, such as CPs, loot, or bonus story arcs.

- Utilize **dramatic irony** – when the players know something the characters don't. For example, if you describe a particular alien with key story factors that the player knows, but the character flubs the *Alien Species* or *Cultures* roll, or if you're headed to a planet the player knows has a very restrictive legal system but his character rolls a 1 on the Wild Die on his *Planetary Systems* or *Law Enforcement* roll, then the player shouldn't be allowed to have his character act on that knowledge. This makes for a good story wrinkle, and if it's crucial to the mission, a little birdie should fly by and inform them in one way or another.

- **Battles** are pretty fun, but once they last longer than a couple rounds, **they can really start to drag**. If every round is played out completely, a combat-oriented adventure can last for hours, and you've only got so much time to play. Find ways to speed them along: enemies surrender, guns might jam, purposely flub a damage roll…there's more to the game.

- If things really go awry – like the characters end up getting incapacitated, captured, or are on a ship that's getting destroyed – offer the characters **some sort of way out**, like a jailbreak, time to hit the escape pod, or a deal with the authorities. If the players do their best to role-play through their PCs' hardships, consider giving them the chance to survive. If they die, well…you can always play God some more, but at some point, the game has to stay honest. Players should be mindful of their PCs' mortality; it makes them more special.

- **Think one step ahead.** Have an idea as to what to do if your players choose one side or another, or if they succeed or fail.

- If you've got **Force**-**sensitive** characters, try to afford them opportunities to make difficult, ambiguous decisions between good and evil, such as ones that might result in FPs or DSPs. Also try to work in story angles alongside the main adventure that can result in their finding a teacher or some holocrons, some lightsaber parts or crystals, and so forth. One difficult part of GMing is keeping the balance between Force users and the other characters.

- If the players decide to do something really stupid…like, *really* stupid, try to persuade them against it in such a manner as not to be too obvious: "are you *sure* you want to do that?" In the same vein, it's generally a good idea to warn a player if an action will give them a DSP (and the book encourages this), but if it's a blatant act, like needlessly killing someone, you can give it to them without warning.

Characters

- **Min-maxing** is okay to start, but if you don't round out soon, your weakness can be exposed in combat, in scenes where the characters need to figure out where to go and what to do, or the need to blow credits on transportation.

- **Don't get too attached to your toys.** If your character is just a walking blaster rifle and ends up on a world where weapons are illegal or runs out of ammo, or is just a ship jockey who runs out of fuel or is stranded, they're not of much use and the adventure drags. If your equipment or ship becomes too strong and "breaks" the game, then your GM can simply put your character in a position where he either can't use it or bring better opposition to meet you. You've got to role-play it out.

- Make the most out of your **character points**. This works well with min/maxing at the beginning and rounding out as your character grows. For example, say your bounty hunter started out as combat-oriented, but he has only 1D in Knowledge. To be a solid hunter, he'll need some skills like *Law Enforcement, Streetwise, Intimidation,* and *Planetary Systems*. If you take those 4 skills to 3D (36 CPs), it would cost 12 to increase them all by +1 each, but 10 to up Knowledge by +1 which would in turn increase them all.

- Your character doesn't necessarily know what you know…don't skimp on **Perception and Knowledge** skills. The whole game isn't just combat.

- **Jedi are tough to play.** You have to "keep sweet" or risk turning to the Dark Side, letting the GM control your character at times due to failed Willpower rolls, and getting your stats sapped. You might not get to have all the fun you wanted to have. It's tough to maintain good-guy act.

- If you end up **turning to the Dark Side,** not all is lost; things just get a lot harder. You will have to role-play some very skillful deceptions if you wish to stay Dark Side or some sincere atonements if you wish to return to the Light. The GM should have your character be unable to resist certain temptations or may "out" your character to any light-siders. If you weren't particularly attached, you might just want to roll a new character…and have the Dark Sider return as an NPC villain, perhaps?

The Circle

- The biggest thing that was missing from my circle when we played regularly was **respect**. We got so caught up in who killed whose character that we kept trying to be the best and keep others down. The game is for fun; let it be that way.

- Decide the **environment and time period** in which you all want to play as a group, not just the GM telling the players where and when the party is playing in the universe. Players won't have a decent time if they all wanted to do ancient Old Republic/Tales of the Jedi era instead and get stuck between ESB and Jedi.

- Try to get together at least once a month or play remotely. If you go too long between adventures, you can lose the momentum. Also, it's no fun playing with low-leveled characters if you've had them for months. Consider adding some CPs for every week you don't play.

Changelog

v1.1 (2014-01-06): added "Brawling: martial arts," 4 species (Gungan, Kel Dor, Miraluka, Zabrak), fixed (A) skill explanation, re-wrote the CP usage for ease of understanding, minor reformats

v1.2 (2015-06-25): clarified rules for taking cover in combat, added "stretching out" multi-skill powers over rounds, added *Flight* under Dex skills, clarified Dark Side character stuff (2RE:152), clarified opposed Perception skill rolls, deleted donate links (idk anything about legality).

v1.3 (2015-07-20): fixed/clarified rules regarding turn order and multiple actions, added some more recon/surveillance tools from Rules of Engagement, tried to iron out several ambiguities in the text, made some of the very abbreviated sections a bit easier to understand (hopefully)

v1.4 (2016-01-10): clarified movement (e.g. cautious on VE/E/Mod not counting toward MAP), clarified rules regarding lightsaber combat, clarified use of attribute dice/pips at creation, more clearly delineated rules and opinion, minor edits