

Codes used in this index

AE	Alien Encounters
AIR	Alliance Intelligence Reports
AJ?/?	Official Adventure journal (volume/number)
BGS	Battle of the Golden Sun
BSS	Black Sands of Socorro
CRFG	Cracken's Rebel Field Guide
CRO	Cracken's Rebel Operatives
CTD	Cracken's Threat Dossier
DES	Dark Empire Sourcebook
FT	Fantastic Technology
FTD	Fantastic Technology: Droids
GG1	Galaxy Guide 1: A New Hope
GG2	Galaxy Guide 2: Yavin and Bespin
GG6	Galaxy Guide 6: Tramp Freighters
GG9	Galaxy Guide 9: Fragments from the Rim
GG10	Galaxy Guide 10: Bounty Hunters
GG12	Galaxy Guide 12: Aliens – Enemies and Allies
GMS	Gamemaster Screen, Revised
GPG	Fantastic Technology: Gundark's Personal Gear
H&S	Hideouts and Strongholds
HSCS	Han Solo and the Corporate Sector
IA	Instant Adventures
JA	Jedi Academy Sourcebook
ISB	Imperial Sourcebook
MTSE	Star Wars Trilogy Sourcebook SE
ND	No Disintegrations
P&P	Pirates and Privateers
PGT	Players Guide to Tapani
PSG	Platt's Starport Guide
Oth	Otherspace
R&E	Star Wars the Roleplaying Game Second Edition, Revised and Expanded
RASB	Rebel Alliance Sourcebook
RoE	Rules of Engagement. Rebel Special Forces Handbook
RotM	Riders of the Maelstrom
SB	Star Wars Sourcebook, Second Edition
SFS	Strike Force Shantipole
SoE	Shadows of the Empire Sourcebook
SS	Stock Ships
Su	Supernova (supplement)
ToJ	Tale of the Jedi Companion
TT	Thrawn Trilogy Sourcebook
WH	Wretched Hives of Scum and Villainy
WBC	Wanted By Cracken

* Indicates that this reference is only relevant in the New Republic era.

A

A-wing, SB, 15, R&E 248, RASB 87
acceleration and deceleration:
character R&E 102

vehicle	R&E 106
starship	R&E 124
Ackbar,	Admiral:
at battle of Endor	MTSE 6
at battle of Sluis Van*	TT 20
history	SB 78
and also	JA 8
adventure rewards	R&E 160
airspeeders (see <i>Vehicles: airspeeders</i>)	
aliens	R&E 211
creating	R&E 218, AE 4-17
full index	AE 179 - 184
selected species statistics, see species name.	
Alliance, the (see <i>Rebel Alliance</i>)	
Andreya, Lesle	WBC 78
Antilles, Wedge	SoE 16, TT 39, MTSE 8
Aqualish, species statistics	MTSE 60, GG4 13
<i>Arbalest, The</i>	ND 56
Arcona, species statistics	GG4 15
armour:	
helmets:	
concussion helmet, Core World Arms –	ToJ 124, GPG 51
vests:	
Barabel microbe armour	FT 85
blast vest, Corondexx	GG10 87, GPG 49
Castaan Staad armour	GPG 50
concussion vest, Core World Arms –	ToJ 125, GPG 52
Koromondian, half-vest	GG10 87
Koromondian PDS	GPG 56
generic	R&E 234
full suits:	
armoured vac suit	P&P 45, GPG 48
armoured space-suit	
Merr-Sonn	P&P 45, GPG 58
Wronix Works	GPG 62
Boba Fett's armour	DES 54, SB 139, MTSE 64
bounty hunter armour,	R&E 234
Coruscant Guard armour	SoE 113
Coynite battle armour	GPG 51
Dura-armour	ToJ 124, GPG 53
Espo riot armour	GPG 54
flex-armour, Drolan Plasteel	ToJ 124, GPG 54
gladiator armour	GPG 54
link armour	ToJ 124, GPG 57
<i>Nullifier</i> energy diffusion armour	WH 84
Radtrooper armour	GG9 28
Sandtrooper armour	RoE 100
Seatrooper armour	RoE 99
Snowtrooper armour	RoE 99
Stalker armour	GPG 60
Storm Commando armour	GG9 29
Stormtrooper armour	RoE 98
Ubese raider armour	GPG 61
partial suits:	
Arelik armour	GPG 48
camo armour	GG10 87, GPG 49

combat jumpsuit	FT 80, RoE 33	Bioscan unit	SoE 110, GPG 101
Corellian 611 combat armour	GPG 50	Bith, species statistics	MTSE 83, GG4 22
Cresh <i>luck</i> armour	GG10 87	Bithævrians, species statistics	AE 30
Creshaldyne riot armour	GPG 50	black market, the	GG6 19-23
Espo armour	GPG 53	contact table	GG6 93
<i>Reflec</i> body glove	GG10 88, GPG 59	price modifier table	GG6 91
powersuits:		Black Sun	SoE 31
assault powersuit AV-1A	FT 81	blaster gas canisters	RoE 67
combat powersuit, GTU AV-1C	FT 81	blaster power packs	RoE 67
Corellian <i>HuntSuit</i>	GG10 87, GPG 51	blaster repair kit	FT 79
<i>Dragon</i> armour	GPG 52	blaster repair procedures	FT 78
heavy radiation powersuit	GPG 55	blasters (see <i>Ranged weapons: blasters</i>)	
<i>Juggernaut</i> armour	GPG 55	Bossk	MTSE 61, GG10 66
<i>Leviathan</i> armour	GPG 56	Bothan spynet	SoE 19
Malgon armour	GPG 57	Bothans, species statistics	AE 32
<i>Nemesis</i> armour	GPG 58	bounty	hunting:
Nova-Tech powersuit	GPG 59	Alliance bounties	P&P 38
scout powersuit, GTU AV-1S	FT 80	creed of	GG10 11
<i>Smasher</i> armour	GG10 87, GPG 60	ethics of	GG10 2
Spacetrooper armour	RoE 100, TT 70	guilds and syndicates	GG9 51, GG10 97-102
Sunder 9 prototype armour	GPG 61	<i>Hundred club, the</i>	GG9 49
<i>Vagabond</i> armour	GPG 62	IPKC ('bounty hunter's license')	GG9 49
miscellaneous:		postings	GG9 49
Doubler suit	GPG 52	sector/system permits	GG9 49
personal defence module	GG10 87, GPG 48	target permits	GG9 49
riot shield	GPG 59	Boushh	SoE 64
SeaScape diving suit	GPG 60	breathing	apparatus:
armour	attachments	breath mask	R&E 225, ToJ 121
antipersonnel net gun	GPG 63	environmental controller (starship)	GG6 43
electric field	GPG 63	Mon Calamari organic gill	WH 53, JA 140, GPG 76
mini-missile launcher	GPG 63	oxidiser, molecular oxygen extractor	FT 54
mini-torpedo launcher	GPG 64	oxygen extractor	FT 57
motion sensor array	GPG 64		
wrist lasers	GPG 64		
artillery (see <i>ranged weapons: artillery</i>)			
Ashandrik, Tern	ND 56	C	
astrogation:	R&E 117	C'Baath, Joruus	TT 52
<i>astrogation</i> skill	R&E 48	C-3PO:	
gazetteer	R&E 117, ToJ 140	at Yavin	SB 133
jump-zones	P&P 16	at battle of Sluis Van*	TT 32
mishaps	GMS 61, R&E 119	and also	JA 15
using in the game	R&E 119	Calrissian,	Lando:
astromech droids (see <i>Droids</i>)		at Cloud City	SB 132
astromech voice box	FT 27	at battle of Sluis Van*	TT 82
audio pickup	RoE 41	and also	JA 96
Aurebesh, the	GMS 55	camo-netting	SoE 111, GPG 106
		capital ships (see <i>starships, combat</i>)	
B		<i>Ch'hala</i> trees (see <i>Delta Source</i>)	TT 188
B-wing	SB 16, R&E 248, RASB 88	Chadra Fan, species statistics	MTSE 85
Bantha (see also <i>creatures</i>)	R&E 222, SB 86	character points	R&E 83
Barabels, species statistics	TT 139, GG4 17	chemical enhancements	FT 43
<i>Bargain</i> :		Chewbacca:	
for an item/service	R&E 54	as at Yavin	SB 129
for bulk goods	GG6 17	life debt	TT 31
battering ram, Fegegrish Industrials	FT 57	and also	JA 12
Baem, Rodin	WBC 77	climbing, difficulties (optional rule)	RoE 36
Bespin (see also <i>planets</i>)	R&E 261, TT 110, JA 101	climbing	equipment:
Bimms, species statistics	AE 29	adhesion disks	RoE 36
		climbsuit	RoE 35
		fibra-rope	ToJ 122, GPG 76

grappling gun	RoE 36	Gwain Spices	AJ1/7 226
gyro-grappler	ToJ 122, GPG 81	Industrial Automaton	AJ1/7 130
line master TLG	GPG 81	SoroSuub Corporation	SB 81
repulsorlift grappling gun	FT 55	Xisor Transport Systems	SoE 31
<i>SureGrip</i> boots and gloves	RoE 35	Coruscant (see also <i>planets</i>)	R&E 260
syntherope	R&E 228, RoE 36	Coruscant Guards	RoE 102
<i>Verti-Go</i> line thrower	GPG 83	Coruscant Guard armour	SoE 113
cloaking shield*	TT 187	<i>Covert Shroud</i> gambit	TT 80
clothing, general. cost of	GMS 64	Coynites, species statistics	AE 38
cluster trap	TT 192	creatures:	
combined actions	R&E 82	Bantha (pack animal)	R&E 222, SB 86
communication	devices:	Battle Hydra (alchemical sith creation)	JA 119
comlinks, general	R&E226	Beldon (atmospheric floater)	MTSE 173
comlink, durable BCC multi-node	RoE 37	Bergruutfa (domestic riding beast)	RoE 53
communications encoder, Alliance	P&P 47, GPG 96	Black Bha'lir (jungle predator)	BSS 68
comset	RoE 37	Blob, Umgullan Racing	JA 124
holo communicator	FT 33	Blue desert people (plains lizard)	CTD 50
HoloNet, the	R&E 192	Bogey (Kessel energy being)	JA 120
husher mic	FT 61	Boma Beasts (monstrous forest creatures)	ToJ 105
hypertranceivers	R&E 192	Butcherbug (arachnid swamp predator)	MTSE 174
implant communicator	FT 87	Chiru (sand wasp)	BSS 23
orbital transmission monitor	FT 45	Clawbirds (avian predator)	TT 155
portable message transceiver	FT 67	Colossus Wasps (giant insect)	ToJ 106
PTP (point-to-point) link	ToJ 123, GPG 90	Coruscanti Ogre (undercity denizen)	JA 27
remote text data scanner	FT 45	Cracian Thumper (riding beast)	R&E 222, RoE 53
communications		Crynoid (poisonous arachnid)	WH 17
decoding	R&E 50	Derriphon (Force-feeding predator)	WH 86
using	RoE 37	Dewback (reptilian riding beast)	SB 87, MTSE 174
COMPNOR	ISB 16-23	Dianoga (garbage parasite)	GG1 57, MTSE 174
computer files	CRFG 5	Divto (predatory serpent)	TT 157
computers and accessories:		D'oemir Bear (arctic predator)	BSS 99
audio activated datapad	FT 29	Dragonsnake (underwater predator)	MTSE 175
code slicer, Duwani UniSlice	ToJ 122, GPG 96	Druyza (domestic labour beast)	BSS 22
corporate watcher computer	FT 28	Energy Spider (subterranean predator)	JA 124
cryptographic coder	FT 29	Garral (genetically engineered guard beast)	TT 157
datapads	R&E 226, GPG 92	Ghest (predatory reptile, cartilaginous)	R&E 223
<i>DataSearch 9C</i> , TerexComm	GPG 93	Gorm Worm (venomous reptile)	ToJ 106
diagnostic system diverter	GPG 94	Granite slug (land mollusc)	JA 120
Duros bio-computer	FT 87	Greel Screamer (carnivorous avian)	AJ1/6 58
encryption package, AccuTronics	GPG 96	Guda fish (aquatic predator)	BSS 104
galactic currency converter	FT 66	Hssiss (Dark Side reptile)	ToJ 108
master command unit	GPG 93	Jexxel (small predator)	WH 17
Mon Calamari aquatic computer	FT 88	Katarn (Kashyyk predator)	TT158
portable computers	CRFG 10	K'lor' slug (swamp predator)	R&E 223
personal combat threat analyser	FT 89	Knobby Spider (motile predatory plant)	MTSE 176
universal computer interface	FT 32	Krakana (undersea predator)	WH 54, JA 121
Conner net	TT 192	Krayt Dragon (Desert lizard)	MTSE 176
contaminated water (optional rule)	RoE 22	Lava Dragon (reptilian predator)	JA 121
<i>Coral Vanda</i>	TT 128	Mantessan Panthac (small-game predator)	TT 158
Corellian corvette	R&E 253, SB 30, RASB 63	Marigar snow q'lk (arctic herbivore)	BSS 98
Corellian system, the	CTD 123-134	Menthnap (aquatic cetacean)	RoE 54
corporations:		Modrol (predator)	PSG 36, BSS 98
Aether Hypernavatics	AJ1/7 226	Monnok (semi-sentient desert hunter)	BSS 23
BoSS	CRFG 58	Mutriok (desert pack scavenger)	BSS 20
Danthe Artifice Ltd.	AJ1/7 226	Mynocks (deep space parasite)	SB 88, MTSE 177
Drever Corp.	GG9 39	Neek (herbivorous reptile)	ToJ 109
Fabritech, Inc.	GG9 38	Neph's (docile flyers)	ND 84
Galactic Courier Service	AJ1/7 160		

Piranha Beetle (carnivorous beetle)	JA 121	characters with <i>Cyber points</i>	FT 5
Preducor (predatory quadruped)	TT158	DSP's and force powers	R&E 141
Rancor (gigantic predator)	SB 89, MTSE 177	data files	CRFG 5
Dathomir rancor	CTD 51	datapads (see also, <i>computers & accessories</i>)	R&E 226
Ratidillo (undercity scavenger)	JA 123	Dathomir:	
Ravenbeast (arboreal predator)	ND 52	planet statistics	CTD 12
Rawwk (flying scavenger)	MTSE 177	Dathomir magic	CTD 16-25
Redbeasts (omnivorous scavengers)	ND 76-77	spells:	
Ronto (large pack beast)	MTSE 178	<i>absorb/dissipate energy</i>	CTD 19
Rormaroo (gentle grazer)	ND 13	<i>battle meditation</i>	CTD 22
Runyip (pack animal)	RoE 54	<i>concentration</i>	CTD 24
Sarlacc (desert carnivore)	MTSE 178	<i>environmental attunement</i>	CTD 24
Scurrier (scavengers)	MTSE 179	<i>force of will</i>	CTD 20
Socorran Tailring (flying desert reptile)	BSS 20	<i>projected fighting</i>	CTD 23
Space slug (vacuum predator)	SB 91, MTSE 180	<i>seeking spell</i>	CTD 21
Striders (reptilian riding beast)	AJ1/6 207	<i>spell of assistance</i>	CTD 22
Swamp Slug (omnivorous aquatic giant)	MTSE 180	<i>spell of awareness</i>	CTD 20
Tauntaun (arctic omnivore)	R&E 222, SB 92	<i>spell of comfort</i>	CTD 19
Timber render (omnivorous forest dweller)	AJ1/6 58	<i>spell of creature understanding</i>	CTD 20
Tra'cor (amphibious predator)	BSS 22	<i>spell of discovery</i>	CTD 21
Tranthebar mountain ripper (avian)	FT 91	<i>spell of interpretation</i>	CTD 21
Tuggle (domestic sledge beast)	RoE 55	<i>spell of lightning</i>	CTD 22
Tumnor (winged predator)	DES 84	<i>spell of mimicry</i>	CTD 25
Ukian Torbull (docile pack beast)	R&E 222	<i>spell of open mind</i>	CTD 21
Velker (flying predator)	MTSE 181	<i>spell of power</i>	CTD 20
Vine Snake (camouflaged predator)	TT 159	<i>spell of protection</i>	CTD 25
Vornskr (force-sensitive predator)	TT159	<i>spell of structure</i>	CTD 25
Warbeasts (armoured avians)	ToJ 109	<i>spell of thought touch</i>	CTD 22
Wampa Ice Creature (arctic predator)	R&E 224	<i>telekinesis</i>	CTD 24
Worrt (voracious predator)	MTSE 182	<i>tempest</i>	CTD 23
Wuffa (giant worm)	CTD 53	<i>Death Star</i> , Imperial battle station	MTSE 145-149
Ysalamiri (sessile lizard)	TT 160	Deep Core, the	DES 75
cybernetic enhancements/replacements		Defel, species statistics	TT 140, GG4 33
(see also <i>chemical enhancement</i>)		Delan, Kolor	WBC 62-64
<i>rules for</i>	CRFG 4, FT 5	Delta Source	TT 188
borg construct, BioTech	CRFG 31	<i>demolitions</i> difficulties and special effects	R&E 63
cardio-muscular enhancement	CRFG 35	Dengar	MTSE 62, GG10 67, DES 55
courier system, Swift 78B	CRFG 30	<i>Detainer</i> , Interdictor Cruiser	WBC 17
cyborg/droid/computer links	CRFG 32-33	Devaronians, species statistics	MTSE 88, GG4 35
enhanced eyes	CRFG 39	dice pools (optional rule)	RoE 58
hand enhancements	CRFG 40-41	Dillor, Tergeth	ND 19
motion interface package	CRFG 37	Donell, Lt. Lon	WBC 16
organic implants, Imperial	JA 20	Transport ship	WBC 21
prosthetics	CRFG 29	Dorne, Ten	WBC 82
response improvement package	CRFG 36	Doubler suit	GG10 88
sensory enhancement package	CRFG 38	drinks	GG9 84
		droid	accessories/equipment:
D		droid command link	FT 26
Daala, Admiral	JA 56	droid customisation kit	FT 25
Dagobah (see also <i>planets</i>)	MTSE 188	droid diagnostic	FT 26
Dark Side Adepts	DES 65	restraining bolt	CRFG 16
Dark	Side:	voice box (astromech)	FT 27
(see also <i>Sith</i> , <i>the</i>)		droids:	
calling upon	R&E 84	<i>repairing</i>	R&E 64
Compendium	DES 64	<i>role-playing</i>	R&E 236
Dark Side characters	R&E 152	<i>designing and customising</i>	FTD 20-36
getting Dark Side Points	R&E 85	<i>services</i>	FTD 36-38
		<i>and the law</i>	FTD 8

<i>Droidspeak</i>	AJ1/7 134	MD Series medical droids	SB 54
archive droid, IA A9G	FTD 50	message	droid
armourer	droids:	Arakyd <i>Seeker</i>	SoE 109, FTD 51
House Paramexor	GG10 90	Cybot Galactica M4	FT 24
Arakyd AD	FTD 59	IA <i>Elegance</i>	FTD 89
ASP -7 droid, I.A.	SoE 102, MTSE 162, FTD 87	nanny droid, XL-Lioness TDL	JA 141
ASP Lightsaber Training Droid (Mod.)	SoE 104	patrol droid, Imperial Mk. IV <i>Face</i>	MTSE 164
assassin droids	SB 57	pest control droid	FTD 94
<i>Eliminator</i> 434	SB 58	pilot	droids:
IG series, Holowan Mechanicals	FTD 81	Industrial Automaton VI	RASB 118
<i>Terminax</i> TX-1118 (Mod.)	WH 29	Industrial Automaton V6	FTD
astromech	droids	power	droids:
general	SB 51	Veril-Line EG-6	MTSE 167, FTD 88
P2 series, IA	AJ1/7 132, FTD 68	Veril Line S-9 heavy	FTD 92
Rx series (inc. R2), IA	AJ1/7 134-143	probe droid, Arakyd <i>Viper</i>	–
R2 series, IA	AJ1/7 135, SB 52, FTD 70		R&E 239, SB 54, FTD 60
R5 series, IA	FTD 71	protocol droids	SB 52
accounting Droid	AJ1/6 200	3-PO, Cybot Galactica R&E 239, SB 52, FTD 73	
attendant droid, AccuTronics MK 8001	FT 20	Roche <i>Siak</i> series	FTD 77
chef droid, Cybot Galactica 434-FPC	FT 21	repair droid, CG LE series	SoE 54, FTD 65
construction droid, Veril Line I-C2	FTD 91	scanning Patrol Droid IA W2	TT 200
courier droid, IA LB series	Su 42	security	droids:
decontamination droid, IA Decon III	TT 195	Aratech BT-16	FTD 79
espionage droid, MerenData	TT 196, RASB 118	Aratech <i>Stiletto</i>	FTD 85
exploration	droids	Aro-GX	FTD 80
Arakyd 6G2 <i>DeepSpace</i> Explorer	R&E 238	Rim Securities K4	R&E 239, FTD 82
Cybot Galactica F1	FTD 90	security breach droid, Illicit Electronics	FT 94
Cybot Galactica F2	RoE 56	servant droid IA SE-4	TT 199, RASB 120, FTD 76
Les Tech M38	RASB 117, FTD 66	spaceport control droid, IA K series	GG6 79
SoroSuub <i>Wanderer</i> survey droid	FTD 93	supervisor droid, Merendata	EV –
Foreign Intruder Defense Organism*	JA 143		MTSE 163, FTD 53
general purpose MSE-6 droid	TT 197	surveillance droid, CG AC1 <i>Spy Eye</i>	RASB 122
guard droid, Arakyd G-2RD	TT 196	tank droid	DES 119
guardian droid, Cybot Galactica	FT 20	tutor droid, I. Automaton TTS-15	FT 24, FTD 57
guardian droid system, Arakyd RLG	FT 95	utility droid, Rebaxan Columni MSE-6	FTD 75
gunnery droid	FTD 69	worker	droids:
housekeeping droid, JV-Z1/D	DES 127	AccuTronics B1	RASB 120
Hunter-Killer Probot, Arakyd*	DES 127	Roche J9 drone	FTD 58
infantry droid, Sienar ZQ	FTD 86	Drommel, Admiral Gaen	WBC 7
information droid, Veril IN-4	SoE 105, FTD 56	Duels	P&P 31
interrogation droid, Imperial IT-0 –		Duros, species statistics	MTSE 86, GG4 39
	TT 197, MTSE 165		
investigation droid (financial)	AJ1/6 149		
justice droid, Uulshos	WbC 55		
law enforcement droid, Rseikharhi	FT 25, FTD 83		
lifting MULE droid	RoE 56		
litigation droid, Caldrahlsen C4LR	FT 21		
lumberdroid	AJ1/6 61		
maintenance	droid:		
Cybot Galactica IC-M	JA 141		
Industrial Automaton MN-2D	TT 198		
Kalibac Ind. NR-5	FT 25, FTD 67		
Roche zero-g <i>Hatchling</i>	FTD 64		
medical	droids		
2-1B Surgical droids	SB 54, FTD 48		
2-ZH Surgical droid, IA	JA 141		
FX-7 Medtech assistant	MTSE 164, FTD 54		
GHT MedEvac droid, TelBrin Tel	FTD 55		

E

Elomin, species statistics	TT 142, AE 41
<i>Elusive, The</i>	ND 90
Emperor Palpatine	SoE 25, MTSE 43, ISB 12
resurrected*	DES 37
the rise of	ISB 8
Empire,	the:
structure of	ISB 12
organisation of (diagram)	ISB 15
encumbrance (optional rule)	RoE 38
enhancements, cybernetic	CRFG 4
equipment maintenance (optional rule)	RoE 45
Errine, Daralla	ND 45
Etsero	WBC 52
Ewoks, species statistics	R&E 212, SB 70, TT 143

explosives:			
(See	<i>also,</i>	<i>grenades)</i>	
anti-grav field mine		RoE 70, CRFG 78	
anti-vehicle mine		R&E 234	
blaster power pack bomb (jury rigged)		CRFG 76	
concussion stick		FT 68	
detonite		RoE 68	
detonite tape, Merr-Sonn Flex-5		RoE 69, GPG 44	
E-Mag mine, Mesonics		GPG 44	
ice detenator, Caelli-Merced		BSS 104	
lift mine, Norsam DR-X55		CRFG 79	
Lowickian firegems		GPG 45	
plasticine thermite gel, Gatrellis		RoE 69, GPG 46	
proton mine, Merr-Sonn LX-4		ISB 129	
shaped		charges:	
Merr-Sonn		RoE 68, GPG 45	
Mesonics		GPG 46	
thermal detonator		R&E 233, RoE 70, ISB 123	
thermal anti-structure mine		IA 4	
thermal well		RoE 70	
F			
Faarl the Conqueror		WBC 84	
Fortress Baarlos			
Fallanassi powers		CTD 58	
Falleen, species statistics		SoE 95, AE 46	
falling damage		R&E 112	
Farnor, Grelido		WBC 90	
Felean, Haanen		WBC 75	
Fett, Boba		SB 139, MTSE 64	
armour		DES 54, SB 139, MTSE 64	
ordeal of		DES 52	
weapons of,		MTSE 152	
Findo, Jarth		WBC 74	
First Sun Mobile Regiment		GG9 54	
flame thrower (see <i>Ranged weapons: flamers</i>)			
flare, luma		RoE 70	
Force, the		R&E 136	
(see also <i>Sith, the, Dathomir: magic and Fallanassi powers</i>)			
tremors in		R&E 139	
Force cage restraining device		GG10 89	
Force detector		JA 140	
Force points		R&E 84	
Force powers (see also <i>Sith, the: powers, Dathomir, spells and Fallanassi powers</i>)			
reference table		<i>GMS 30-31, ToJ 42-43</i>	
creating new		R&E 151	
effect of Dark Side Points on		R&E 141	
intuitive		R&E 141	
learning		R&E 141	
limiting		R&E 151	
proximity modifiers		R&E 142	
relationship modifiers		R&E 142	
optional		rules:	
dramatic Force use		ToJ 142	
eliminating required powers		ToJ 141	
absorb/dissipate energy		R&E 142	
accelerate another's healing		R&E 148	
accelerate healing		R&E 143	
affect mind		R&E 149	
battle meditation		ToJ 58	
beast languages		ToJ 48, JA 44	
combat sense		TT 56, ToJ 48	
concentration		R&E 143	
contort/escape		ToJ 41, JA 42	
control another's disease		R&E 149	
control another's pain		R&E 149	
control breathing		ToJ 56	
control disease		R&E 143	
control mind		TT 58, ToJ 59	
control pain		R&E 143	
create Force storms		DES 70, ToJ 60	
danger sense		TT 56, ToJ 48	
detoxify poison		R&E 144	
detoxify poison in another		JA 46	
dim other's senses		TT 59	
doppelganger		DES 70, ToJ 60	
drain life essence		DES 71	
emptiness		R&E 144	
enhance attribute		TT 55, ToJ 44	
enhanced co-ordination		TT 59, ToJ 62	
farseeing		TT 56, ToJ 53	
feed on Dark Side		GG9 79	
force of will		ToJ 45, JA 44	
Force harmony		DES 70	
Force lightning		TT 58	
Force scream		TT 59	
hibernation trance		R&E 144	
inflict pain		TT 58, ToJ 57	
injure/kill		R&E 147	
instinctive astrogation		GG9 78	
instinctive astrogation control		GG9 77	
lesser Force shield		ToJ 65, JA 46	
life bond		ToJ 54	
life detection		R&E 146	
life sense		R&E 146	
life web		ToJ 49	
lightsaber combat		R&E 148	
magnify senses		R&E 146	
place another in hibernation trance		R&E 149	
postcognition		R&E 146	
predict natural disaster		JA 45	
projected fighting		ToJ 63, JA 47	
projective telepathy		R&E 148	
rage		DES 68	
receptive telepathy		R&E 146	
reduce injury		R&E 144	
remain conscious		R&E 144	
remove another's fatigue		ToJ 57, JA 46	
remove fatigue		ToJ 47, JA 44	
resist stun		R&E 145	
return another to consciousness		R&E 149	
sense Force		R&E 147	
sense Force potential		ToJ 50, JA 45	
sense path		GG9 78	

<i>shift sense</i>	ToJ 51, JA 45
<i>short term memory enhancement</i>	TT 56, ToJ 47
<i>telekinesis</i>	R&E 147
<i>telekinetic kill</i>	TT 59, ToJ 63
<i>transfer life</i>	DES 72
<i>transfer Force</i>	R&E 147
<i>translation</i>	ToJ 52, JA 46
<i>weather sense</i>	ToJ 52, JA 46
Force skills:	R&E 140
improving	R&E 140
learning	R&E 140
forgery equipment:	
fingerprint masque	GPG 108
retinal disguiser	GPG 110
Tri-laser engraver	GPG 110

G

galaxy, regions of	R&E 194-198
games:	
B'shingh	GPG 85
Lum Guzzling	GG9 84
Sabacc	TT 84
Gamb, Tord	WBC 31
Gamorreans, species statistics	R&E 213, SB 72, AE 54
Gand, species statistics	MTSE 78, AE 56
Gatonn, Yarr	WBC 28
gemstones, types and value	P&P 38
Gendarr, Captain Iolan	WBC 15
Genden, Lohn	WBC 71
Personnel	WBC 72
Giju, Narloch of	ND 90
Gindoch, Qan	WBC 30
Givin, species statistics	GG4 44
Glitterstim spice	JA 86
glowrods	R&E 226
Golor, Tardon	WBC 36
Gorms, species statistics	WBC 73
Gotals, species statistics	TT 144, GG4 46
Gra, Sergeant Mulvek	ND 9
Gran, species statistics	GG12 39, MTSE 74
gravity well projectors (see also <i>starship weapons</i>)	–
	Su 31, WbC 18-20
grenades	
anti-vehicle, Galentro Armaments	GPG 41
electronet, Golan Arms RGL-80	GG10 82, GPG 43
fragmentation, standard	R&E 233
Greff-Timms 0033X	GPG 42
gas, Czerka T-289	P&P 44, GPG 41
glop grenade, Merr-Sonn	GPG 42
impact	RoE 69
launchers (see <i>ranged weapons: missile weapons</i>)	
smoke, BlasTech Nacht-5	RoE 69, GPG 43
Spore/B Stun grenade, Czerka	P&P 44, GPG 41
stun, Merr-Sonn (re-usable)	P&P 43, GPG 42
<i>Guardian</i> , Super Star Destroyer	WBC 9
guilds and syndicates	
Corellian Merchants' Guild	GG9 46
Granse Confederacy	AIR 26-36

Guild of Hunters	GG9 53
House Benelex	GG10 97
House Neuvalis	GG10 98
House Salaktori	GG10 99
Institute of Starship Engineers	GG9 48
Ithorian Trade Guild	GG9 47
Lantillian Spacers' Brotherhood	GG9 47
Mantis Syndicate	GG9 53, GG10 102
Most Honourable Guild of Armourers	GG9 44
Ragnar Syndicate	GG9 52, GG10 102
Skine Bounty Hunter College	GG9 53
Zygerian Slavers	GG9 47
Gyrr, Pendor	WBC 33

H

Hahz, Fallone	ND 70-71
Hapan Cluster, The	CTD 10
healing	R&E 98-99
Hedron, Mol	WBC 80
<i>Hell's Axe</i> , scout ship	WBC 58
Herglics, species statistics	TT 145, PGT 41, AE 68
Ho'Din, species statistics	GG4 49
HoloNet	R&E 121, 192
Hoogra-D'en, Ort	ND 19
Hoth (see also <i>planets</i>)	MTSE 191
hover-cam	AJ1/6 255, GPG 88
humans, species statistics	R&E 212
Borneck, sub-species statistics	AE 101
Epicanthix, sub-species statistics	SoE 98
Etti, sub-species statistics	SoE 97, AE 103
Hapan, sub-species statistics	CTD 11, AE 104
Lorrdians, sub-species statistics	AE 104
Ropagu, sub-species statistics	AE 106
Wroonians, sub-species statistics	–
	AJ1/7 144, AE 107
Xa Fel, sub-species statistics	TT 146, AE 108
Zelosians, sub-species statistics	AE 109
<i>Hundred Club</i> , the	GG9 49
Hutts, species statistics	MTSE 71, GG4 51
hyperspace (see also <i>astrogation</i>):	
communication through:	
HoloNet, the	R&E 192
hypertranceivers	R&E 192
stopping jumps (optional rule)	P&P 15
travel times	R&E 119
tracking ships in, (S-thread tracker device)	CRFG 62

I

Idrall, Jor	WBC 53
Idrall's Men	WBC 54
Imperial Hyperspace Security Net	DES 74
Imperial Intelligence (Ubiqtorate)	TT 75, ISB 24-36
agents	TT 76
reading their scandocs	ISB 34-35
Imperial military personnel:	
(See also <i>Stormtroopers</i>)	
AT-AT pilots	MTSE 51

CompForce troopers	RoE 97
Coruscant guards	RoE 102, SoE 27
Death Star personnel	MTSE 53-54
Imperial Army Assault Trooper	ISB 45
Imperial Army troopers	R&E 209, RoE 92, ISB 45
Imperial Army veterans	RoE 93, ISB 45
Imperial Army Special Missions	RoE 93-96
Imperial assault trooper	TT 74
Imperial Dark Rider	WH 75
Imperial gunner	TT 73, ISB 42
Imperial Navy troopers	R&E 209, RoE 96, ISB 43
Imperial pilot	TT 73, R&E 209, ISB 42
Star Destroyer officers	MTSE 56
TIE fighter pilot	R&E 209, ISB 42
Imperial specialists:	
Coruscant guard	RoE 102
Hell's Hammers elite armour unit	ISB 131-136
Imperial advisors	MTSE 50
Imperial Dungeoneers	DES 41
Imperial Royal Guard	RoE 103, MTSE 55
Imperial Sentinels	DES 67
Imperial Sovereign Protectors	DES 66
Raptor commando*	CTD 36
Scimitar wing, elite fighter wing	ISB 136-137
Imperial rank insignia	ISB 37
improving equipment	R&E 60
infra-goggles	ToJ 122, GPG 89
ion mines, Merr-Sonn <i>Defender</i>	CRFG 80
Iotrans, species statistics	GG12 43
Iotran Police Force	P&P 76
ISB (Imperial Security Bureau)	ISB 22
Ishi Tib, species statistics	GG4 54
Ithorians, species statistics	R&E 214, SB 74, AE 73

J, K

Jabba the Hutt	SoE 55, MTSE 70
Jade, Mara*	TT 86, JA 80, CTD 108
jargon/slang:	
Alliance Intelligence	RASB 44
bounty hunters	GG10 14
general	R&E 18-21
Herglic	PGT 42
pirates	P&P 33
Rebel Special Ops	GG9 17
Rebel SpecForces	RoE 15
Jawas, species statistics	SB 75, AE 74
Jedi, the	R&E 138, 188
code	R&E 139, ToJ 143
Jedi <i>Praxeum</i> , The	JA 30-42
Jiton, Tyrn	WBC 25
Jerresk	WBC 41
jet-packs (see also <i>rocket packs</i>):	
<i>reference table</i>	FT 13
Arakyd Hush-About	R&E 226, FT 11
Arakyd Whisper	RoE 51
Aratech Screamer	CRFG 43
Merr-Sonn Leaper	SW2E 47
jury rigging	FT 4

Karrde, Talon*	TT 85
<i>Katana</i> fleet	TT 216
Kenobi, Obi-Wan	SB 135
Kerr, Danaan	WBC 88
Klatoonians, species statistics	GG12 50
Koornacht cluster	CTD 67

L

landing beacon	RoE 45
landspeeders (see <i>vehicles: landspeeders</i>)	
languages:	
difficulty to understand	R&E 43
becoming fluent in a specific language	R&E 43
Lankin, Moff Par	WBC 24
Laron, Kin	WBC 56-57
law:	
infractions of	GG6 46, GMS 54
relating to bounties	GG10 39
CSA	P&P 77
piracy codes	P&P 90
ship's articles	P&P 34
<i>Letters of Marque</i>	P&P 9
licences/permits:	
arms load-out permit	GMS 32
captain's accredited license	GMS 32
IPKC Bounty Hunter's license	GG9 49
sector/system permits (hunting)	GG9 49
ship's operating license	GMS 32
target permits	GG9 49
<i>lifting</i> difficulties	R&E 58
Lightsabers:	
construction of	ToJ 142
general	SB 102
technology of	SB 103
as melee weapons	R&E 228, ToJ 125
practice cadences	GG9 70
Lliandri	ND 49
Loan sharks	GG6 27
Lock breaker, electronic	TT 188, GPG 97
Londrah	WBC 51
Lott, General Arndall	WBC 10
<i>Lum Guzzling</i>	GG9 84

M

macrobinoculars (see also <i>infra-goggles</i>):	
general info	R&E 226
standard	RoE 40
headstrap	RoE 40
holorecording*	RoE 41, TT 190, GPG 88
snooper goggles	RoE 41, GPG 90
wide scan binocs	GPG 90
Maenden, Lar	WBC 79
magnacuffs, restraining device	GG10 89
magnaharness, restraining device	GG10 89
man trap	GG10 89

<i>Safonne's Sword</i> Corellian Corvette	WBC 45	Crondre (ice-world, NR supply depot)	TT 113
personal protection	devices:	Dalos IV	ND 84
Bacnor hand baton	FT 74	Dagobah (swampy backwater)	TT 114, MTSE 188
bio guard (chemical stun weapon)	FT 76	Dantooine (abandoned colony world)	JA 110
credit case surprise	FT 74	Da Soocha V (New Republic base)	DES 82
dampener aerosol (blaster disperser)	FT 80	Dathomir	CTD 12
dissuasion field belt	FT 35	Demophon (doomed)	Su 2
electric field lacking for armour	GPG 63	Orflon asteroid	Su 69
ionic tingler (disguised firearm)	FT 74	Deyer (colony, freshwater economy)	JA 111
<i>Magnaforce</i> security shield	FT 92	Dolomar (sub-terranean colony, cold)	TT 115
stun cloak	GG10 86	Eliad (exiled nobles)	GG6 51
<i>pick pocket</i> , results	R&E 40	Elom (mining & Elomin homeworld)	TT 116
pirates:	GG9 59-65, P&P 24-34	Emmer	ND 86
tactics	P&P 16	Endor, moon of (Ewok homeworld)	–
organisations:			TT 116, MTSE 189
Cavrilhu Pirates	TT 95	Eol Sha (volcanic colony)	JA 112
Dark Wing	P&P 103	Esseles (core/colonies high-tech centre)	AJ1/7 221
Dharus' Buccaneers	P&P 104, GG9 62	Filve (large ship yards)	TT 117
Mytaranor Slaving Council	AIR 53	Flitter (Alliance safe world)	RASB 133
Nanth'ri pirates	Oth 4, 23	Gelgalar (free port)	PSG 58
Pirates of Prexiar	R&E 173-182	Generis (Imperial comm. centre)	TT 118
Riders of the Maelstrom	P&P 104, RotM	Gesaril (blockaded planet/prison)	GG6 62
Thalassian slavers	GG9 60	Gormdin	WBC 72
Venithon twins	AIR 66-70	Hapes (Hapan Clusater royal capital)	CTD 11
planetary shields	DES 125, H&S 14	Honoghr (Noghri homeworld)	TT163
planets:		Hoth (Ice wasteland)	MTSE 191
Abregado-rae (manu./trade - repressive)	TT108	Indu San (ORT marble producer)	AJ1/6 257
Adarlon (Entertainment centre)	GG6 49	Jomark (backward colony)	TT 120
Glow Dome complex	WH 80	Karideph (hive world of Kari)	GG6 52
Anoth (planetary fragment)	JA 100	Kashyyyk (Wookiee homeworld)	TT 120
Berchest (trade)	TT108	Kessel (spice mine and penal colony)	JA 88
Bespin (gas giant, gas mining)	–	Imperial Correction Facility	JA 92
	TT 110, R&E 261, JA 101	Kuat (major starport and shipyards)	PSG 38
Cloud city (<i>Tibanopolis</i>)	GG2 56-94, MTSE 184	Kothlis (Bothan colony)	SoE 82
Bilbringi (large shipyards)	TT 110	Kothlis shadowport	P&P 117
Bimmisaari (trade & Bimm homeworld)	TT 111	Lianna (industrial/urban)	WH 56
Bothawui (Bothan homeworld)	SoE 74	Mestra asteroid field (mining)	GG6 55
Bovo Yagen (exotic foodstuffs producer)	CTD 120	Myrkr (isolated yet core-ward colony)	TT 123
Bpfassh (mining, repressive council)	TT 111	Nal Hutta (Hutt homeworld)	DES 84
Brentaal (core shipping centre)	AJ1/7 218	Nar Shaddaa	P&P 118, DES 85
Byblos (military manufacturing centre)	PSG 106	Neftali (Ice world)	WH 16, BSS 91
Starport tower 214	PSG 98	New Alderaan (Alliance safe world)	RASB 133
Byss (Deep Core Imperial fortress world)	DES 76	New Cov (rich in biomolecules)	TT 124
Carida (Imperial military training centre)	JA 108	N'Zoth (Yevethan <i>spawnworld</i>)	CTD 68
Chandrilla (rural core-world)	AJ1/7 216	Nkllon (harsh but rich in raw materials)	TT124
Calamari (aquatic homeworld)	–	Ord Antalaha (haven)	P&P 107
	DES 79, WH 42, JA 105	Ord Mantell (smuggling & gambling)	TT 125
<i>Fathoms</i> luxury complex	WH 44	Ord Trasi (major ship-builder)	TT 126
Foamwanderer city	JA 106	Ossuss (Jedi stronghold)	ToJ 132
<i>Knowledge bank</i>	JA 107	Pantolomin (resort world)	TT 127
orbital shipyards	JA 105	Pallaxides	ND 11
Corellian system, the	CTD 123-134	Pergitor (authoritarian theocracy)	GG6 60
Corulag (wealthy 'ideal' core-world)	AJ1/7 214	Pii 3 & 4 (forestry/agriculture)	AJ1/6 56
Coruscant (Imperial/New Republic capital)	–	Pochi	WBC 87
	R&E 260, SoE 77, JA 22	Port Haven, Whendyll	PSG 20
Imperial City	TT 113	Quockra-4 (droid populated)	GG6 65
Southern Underground	SoE 80	Ralltiir (invaded by Empire)	AJ1/7 227

Rannon	WBC 89	BlasTech <i>Sharpshooter V</i> carbine	ISB 129
Reaper's World	ND 76	BlasTech <i>StarSlasher</i>	GPG 29
Reuss VIII (Industrial nightmare)	GG9 34	N'gant-Zarvel 9118 heavy carbine	RoE 62
Broken Tusk Cantina	WH 32	SoroSuub Bi-polar Blaster BMC-150	FT 71
Rodia (Rodian homeworld)	SoE 88	SoroSuub <i>QuickSnap</i> 36T	R&E 231
Rhinnal (an Esseles' colony)	AJ1/7 224	SoroSuub <i>Stormtrooper One</i> carbine	RoE 102
Ryloth (Twi'lek homeworld, v. hostile))	SB 82	SoroSuub <i>Stormtrooper Two</i> carbine	RoE 101
Kala'uun (Shadowport)	P&P 117, PSG 136	blasters,	hold-out:
Sanctuary (Alliance safe world)	RASB 133	Czerka 411	RASB 100
Sedesia (storm-swept farming colony)	AJ1/6 195	Merr-Sonn Munitions Q2	FT 82, R&E 229
Shesharile 5 and 6 (economic decline)	GG6 66	Merr-Sonn Munitions B22	GPG 24
Shownar (crystalline world)	GG9 36	Merr-Sonn Munitions <i>Quickfire-4</i>	GPG 25
Sluis Van (Major ship yards)	TT 131	<i>Micro Blaster</i> , Gee-Tech 12	GPG 25
Socorro (desert colony)	BSS 7	<i>Palm blaster</i>	FT 82, CRO 79
Stassia (agricultural)	AJ1/6 138	SoroSuub Q2	FT 82, GG9 35
Stend (industrial)	WH 66	blaster	pistols:
Tatooine (Desert world)	R&E 262, MTSE 193	BlasTech DH-17	MTSE 153
Tava Yagen asteroid belt (mineral rich)	CTD 121	BlasTech DL-18	FT 83, R&E 229
Travnin (minos sector capital)	GG6 64	BlasTech DL-22	GPG 26
Trellar Yagen (Bovo Yagen (qv) industrial base) –		Caelli-Merced series III	BSS 75
Tyed Kant (Agricultural gas giant)	Su 33	Imperial munitions KK-5	GPG 27
Ukio (agricultural world)	TT 136	Imperial munitions SC-4	GPG 27
Umgul (tourist planet)	JA 113	Merr-Sonn DD6	FT 83, GG9 54
Vergesso asteroid field (criminal bases)	SoE 89	Merr-Sonn <i>Flash</i> 4	RASB 100
Virmeude (Alliance safe-port)	P&P 113	Merr-Sonn <i>DeathHammer</i>	FT 83, GG9 11
Vortex (storm swept homeworld of th Vors)	JA 116	Merr-Sonn <i>Intimidator</i> rapid fire	RoE 62
Wayland (Emperor's 'storehouse')	TT 172	blaster	pistols,
Woostri (ocean planet)	TT 137	BlasTech DL-44	FT 83, R&E 231
Xa Fel (Industrial wasteland, KDY plant)	TT 137	BlasTech DL-6H	GPG 27
Yavin IV (Sith temples/Alliance base)	MTSE 196, JA 41	BlasTech T-6 <i>Thunderer</i>	GPG 28
Yelsain (forest world)	GG6 58	Caelli-Merced <i>Sentinel IV</i>	BSS 75
poisoner's kit, Malkite	GPG 108	SoroSuub <i>Kylan-3</i>	FT 83, GG9 56
privateers (see also <i>Pirates</i>)	P&P 6	SoroSuub <i>Renegade</i>	GPG 29
prosthetics, cybernetic	CRFG 29	Calban Model X	FT 83, GG9 63
Quarren, species statistics	SB 78, MTSE 76	blasters,	repeating:
Que's still, Zurik	ND 47	Atgar BI/a15 Picket Gun	FT 72
Quick-draw (optional rule)	HSCS 122	BlasTech <i>E-Web</i> heavy repeating –	
		R&E 231,	ISB 124
		BlasTech light	RoE 64
		BlasTech T-21	R&E 231
		blaster	rifles:
		BlasTech A280	RASB 99-100
		BlasTech E-11	MTSE 154, GPG 31
		Core World Arms BR1-Z	GPG 22
		Drearian Defence <i>Light Sport</i>	R&E 231
		Espo riot gun	GPG 33
		Hunting rifle, <i>Exotac</i> EXP-7(a)	WH 25, GPG 33
		Imperial munitions <i>Star Anvil</i>	GPG 34
		Merr-Sonn LD-1 long range	RoE 62
		Prax <i>Blast and Smash</i> (rifle + launcher) –	
		ISB 119	RoE 64, GG10 84, GPG 29
		SoroSuub <i>Firelance</i>	GPG 33
		SoroSuub X-45 sniper rifle	GPG 33
		SoroSuub <i>H. Tracker</i> 16	RASB 100
		SoroSuub <i>Stormtrooper One</i>	FT 83, RoE 98
		SoroSuub <i>Stormtrooper Two</i>	FT 83, GG9 11
		SoroSuub <i>Stormtrooper Three</i>	FT 83, RoE 100
		blasters,	sporting:

R

ranged	weapons
<i>reference table</i>	FT 82-84, SB 100, R&E 263
artillery:	
Alliance SP.9 (anti-infantry)	RoE 66
Alliance/Spezoc v-188 (anti-vehicle)	RoE 67
Atgar 1.4	FD
P-Tower	–
R&E 233, ISB 115, RASB123	
field missile launcher, <i>Leveller</i>	ISB 119
Golan DF .9 (anti infantry)	ISB 118, RASB 102
Golan M102 (surface to surface)	RoE 66
<i>Grandfather gun</i> , Speizoc	ISB 117
heavy anti-vehicle gun, Speizoc, <i>Penetrator</i> –	
ion cannon, shoulder launched	ISB 121
ion defence grid, EXVR <i>Guardian</i>	WH 21
KDY v-150	<i>Planet Defender</i> –
R&E 233, ISB 117, RASB 103	
TriTracker, CoMar (suiface to air)	ISB 115
Turbolaser emplacement	ISB 119
blaster	carbines:

Drearian Defence <i>Defender</i>	R&E 229	missile launcher, PLX4*	TT 193, GPG 37
Luxan <i>Penetrator</i> , mini	RoE 62	Prax <i>Blast and Smash</i> (rifle + launcher) –	RoE 64, GG10 84
blasters,	wide-field:		
BlasTech <i>Firespray</i>	P&P 44, GPG 30	Prax HB-4 Hunting rifle	FT 72
<i>Deck-sweeper</i> , Merr-Sonn	P&P 42, GPG 31	Prax <i>Protector</i> hold-out dart pistol	FT 72
pulse rifle, Coronodexx	GG10 86, GPG 36	projectile launcher, CSPL-12	RoE 106, ISB 123
bolt thrower	RoE 63	rocket launcher, Merr-Sonn RPS-8	RoE 65
Bowcaster	R&E 233	rocket launcher, RDP-12	GG10 86, GPG 37
disruptors		vac blades	RoE 63
generic	GPG 26	vac-blades, wrist	FT 77
Merr-Sonn MSD-32	FT 76	wrist-caster	GPG 18
Merr-Sonn MSD 36, heavy	GPG 28	pulse-wave weapons	ToJ 126, GPG 22
droid	ionizers:	<i>Sleep Inducer</i> , Pacnorval Defence	FT 76
Felebrek Electrical	FT 77	sound weapons	GPG 24
Jawa	CRFG 73	spearguns:	
Mandroxan droid diabler	GPG 107	BlasTech <i>Firearc 49</i>	GPG 30
Merr-Sonn DEMP gun	ISB 122	SoroSuub <i>Stormtrooper One</i>	RoE 99
firearms:		Stokhli spray sticks	TT 194
air gun	RoE 63	stun	weapons:
Alliance/Czerka silenced pistol	RoE 63	<i>ABC scrambler</i> , Loronar	GG10 82, GPG 43
Alliance <i>Adjudicator</i> (silenced)	RoE 62, FT 73	Bio-guard	FT 76
Bio-tractant repulsor (non-lethal)	FT 77	Bio-tractant repulsor	FT 77
black powder pistol, Yctor Arms	GPG 20	COMPNOR stun blaster	GPG 26
<i>Blaster buster</i> , anti-energy weapons	FT 73	<i>Deck-sweeper</i> , Merr-Sonn	P&P 42, GPG 31
<i>Blister blaster</i>	FT 73	<i>Sleep Inducer</i> , Pacnorval Defence	FT 76
Coruschal slugthrower pistol	R&E 229	slaver snare gun	GPG 72
<i>Dissuader</i>	FT 74	Stokhli spray stick	TT 194
flash-pistol, Sevari	GPG 19	tangle gun, Merr-Sonn Tangle Gun-7	CRFG 74
ionic tingler	FT 74	tangle gun, Salus <i>Elite I</i>	GPG 73
Morellian.48 calibre <i>Enforcer</i>	AIR 18	tensor rifle, Amberlandrax Armaments	FT 90
rail gun, <i>neural inhibitor</i>	GG10 83, GPG 19	thrown	weapons:
riot suppression gun	AJ1/6 183	Chestrashi Void Spear	FT 86
shatter gun, Verpine	FT 91	Rodian throwing razor	FT 89
slug-thrower pistol	GPG 19	standard throwing knife	R&E 228
flame	throwers:	R2-D2	
flame carbine, Czerka	RoE 64	At Yavin	SB 133
flame carbine, Authority	GPG 23	At battle of Sluis Van*	TT 32
flame rifle	RoE 64, GPG 23	and also	JA 13
heavy flamer	RoE 64	Radiation Zone Assault Troopers	GG9 27
Hapan Gun of Command (non-lethal)	CTD 54	Raije	ND 34
Ion cannon, shoulder launched	ISB 121	Rancor	SB 89, MTSE 177
Ishi Tib Coral Sceptre	FT 75	Rebel	Alliance:
missile	weapons:	history of	RASB 8-15
Bio guard (non-lethal)	FT 76	Intelligence	RASB 3847
crossbow, <i>Auto-Caster</i>	ToJ 125, GPG 17	military	RASB 20-27
dart shoter	GPG 17	political structure	RASB 15-19
duo-flechette rifle	GPG 17	pilot	R&E 209
flechette launcher, Golan Arms	RoE 65, GPG 18	ranks in	RoE 13
flechette pistol, Malaxan FGW-5	FT 72	Sea Commandos	DES 29
grenade launcher, <i>Viper</i>	CRFG 72, FT 84	Sector Forces	RASB 31-37
grenade launcher, <i>Viper 2</i>	RoE 65	soldier	R&E 209
grenade launcher, Espo	RoE 65, GPG 36	Special Operations teams	GG9 14
Magna Caster, rail gun	RoE 63, FT 75	SpecForces	
micro-grenade launcher, Locris	–	general	RoE 4, RASB 27-30
	GG10 84, RoE 65, GPG 36	organisation	RoE 71
missile launcher, Finbat anti-walker	GPG 40	troops	RoE 73-79
missile launcher, Apex Incisor	GPG 40	recording rods	R&E 227
missile launcher, PLX2	RoE 105, ISB 122	Reder, Captain	WBC 6

<i>Snowspeeder</i> , Rebel Alliance combat airspeeder –		TIE Advanced x1 prototype –	
	R&E 244, RASB 113		GG1 57 GMS 42, MTSE 126
Solo, Anakin	JA 12	TIE Bomber, Sienar Fleet Systems	SB 28
Solo,	Han:	TIE/D automated fighter*	DES 104
as at Yavin	SB 126	TIE/in, Sienar Fleet Systems	R&E 250 SB 25
at battle of Sluis Van	TT 29	TIE/in <i>Super</i> , Sienar Fleet Systems (mod.)*	JA 128
debt to Jabba the Hutt	SB 128	TIE Interceptor, Sienar Fleet	R&E 250, SB 26
and also	JA 10	Thrawn era (shielded)*	TT 227
Solo, Jacen and Jaina	JA 11	TIE/rpt, Zsinj TIE <i>Raptor</i> *	CTD 47
sound slugs	GG9 94	TIE Shuttle	MTSE 129
Spaarti cylinders	TT 179	TIE-Y Ugly	P&P 54
space	stations:	<i>Toscan</i> 8-Q, Shobquix Yards	P&P 53, AIR 50
Centrepont station	CTD 124	X-wing, Incom T-65B	R&E 249, SB 19, RASB 86
<i>Darknon</i> station (free port)	P&P 116, PSG 117	T-65BR, reconnaissance	CTD 82
<i>Death Star</i> , Imperial battle station	MTSE 145-149	T-65AC4	JA 125
<i>Death Star</i> prototype	JA 67	Yevethan D-type fighter	CTD 97
<i>Omze's Incredible Travelling Starport</i> –		Y-TIE Ugly	P&P 53
P&P 118, PSG 80-96		Y-wing, Keonsayr BTL-S3	R&E 249 SB 18
Golan (I, II and III) Defence Stations	TT 217	Y-wing, Keonsayr BTL A4 (LP)	RASB 83
KDY orbiting repair yard	CTD 89	<i>Z-95 Headhunter</i> , Incom/Subpro –	
Silver station	AJ1/6 43		SB 15, R&E 250, RASB 82
<i>StarForge</i> Station (Shadowport)	P&P 109	starport:	
<i>Starlyte</i> Station	WH90	docking fees	GMS 50, GG6 30
Torpedo sphere, Loronar	ISB 58	protocols	GMS 51
<i>Wheel, The</i> (entertainment station)	ND 81-82	classes of	GG6 30
<i>Zirtran's Anchor</i> (fringe port)	P&P 119	starship	equipment:
space	transports	automatic cargo jettisoning	GG6 42
see <i>starships, civilian and starships, combat</i>		baffled drive	P&P 40
Special Ops teams	GG9 14	backup battery	P&P 40
speeder bikes (see <i>vehicles: speederbikes</i>)		cotterdam ship-ship airlock	P&P 49
speeders (see <i>vehicles: speeders</i>)		comm jammers	P&P 39
Squibs, species statistics	GG4 83	environmental converters	GG6 43
Star	Destroyer:	fuel converters	GG6 41
officers	MTSE 56	hyperdrives	GG6 39
<i>Eclipse-class</i> *	DES 87	hyperdrive booster	FT 93
<i>Imperial I</i> class	SB 35, R&E 252	hyperwave sustainer, Bakuran	CTD 135
<i>Imperial II</i> class	GMS 39, ISB 61	Imperial	custom
<i>Republic-class</i> *	CTD 75	cloaking fields	ISB 66
<i>Sovereign-class</i> *	DES 89	grav-shock devices	ISB 67
<i>Super-class</i>	MTSE 139	magnetic bombardment	ISB 67
<i>Victory I</i> class	SB 32	Metal-Crystal Phase Shifter*	JA 69
Star's Nova (mercenary organization)	WBC 66-70	orbital nightcloak	ISB 67, CTD 55
starfighters:		visual electromagnetic intensifiers	ISB 67
<i>reference table</i>	<i>R&E 264</i>	ion	cannons (see <i>starship weapons</i>)
A-9 <i>Vigilance</i> Interceptor, KDY	DES 102	ion drives	GG6 38
A-wing, Alliance	R&E 248, SB 16, RASB 87	navigational computer	GG6 43, R&E 117
B-wing, Slayn & Korpil	R&E 248, SB 16, RASB 88	nav computer bypass	FT 93
Expanded B-wing*	JA 125	plasma punch	P&P 48
C-73 <i>Tracker</i> , Subpro	P&P 52, AIR 50	plasma torch boarding device	P&P 49
<i>CloakShape</i> fighter, KDY*	DES 106	scoops	GG6 42
E-wing, Frei-Tek Inc (types A and B)*	DES 103	secret compartments	GG6 42
<i>Gauntlet</i> , Shobquix Yards	GMS 42	sensors	GG6 41
Hapan <i>Miy'til</i> fighter	CTD 45	info. on,	SB 9
Hornet Interceptor*	JA 126	sensor decoys	GG6 41, P&P 39
<i>Howlrunner</i> Incom I-7	DES 105	sensor baffling	P&P 38
<i>Preybird</i> , SoroSuub Starfighter (Mod.)	TT 226	sensor mask	P&P 38
<i>Scimitar</i> Assault Bomber, Sienar F.S.*	TT 226	sensor jammers	P&P 39
<i>StarHammer</i> Attack ship, Subpro	IA 43	shields	GG6 40

solar converters	GG6 42	<i>Nebulon-B</i>	Escort	Frigate	–
solid fuel converter	GG6 42		P&P 87, SB 31, R&E 253, RASB 60		
refrigeration equipment	GG6 42		deep space patrol modified		CTD 91
tractor beam	GG6 42		<i>Sacheen</i> escort cruiser		CTD 77
universal airlock	P&P 49		Star Destroyer, <i>Defender</i> *		CTD 79
starship overhauls	GMS 51, GG6 30		Star Destroyer, <i>Eclipse</i> *		DES 87
starship permits licenses and fees:			Star Destroyer, <i>Imperial I</i> –		
arms load-out permit	GMS 32		SB 35, R&E 252, ISB 61		
docking fees	GG6 30		Star Destroyer, <i>Imperial II</i>	GMS 39, ISB 62	
captain's accredited license	GMS 32		Star Destroyer, <i>Republic</i> *		CTD 74
maintainance and restocking costs	GG6 30		Star Destroyer, <i>Sovereign</i> *		DES 89
ship's operating license	GMS 32		Star Destroyer, <i>Super</i>	MTSE 139, ISB 62	
starship weapons:			Star Destroyer, <i>Victory I</i>	SB 32, ISB 59	
Conner web	P&P 47		Star Destroyer, <i>Victory I</i>		ISB 60
concussion missile launcher, Arakyd	P&P 47		Star Galleon	GMS 39, ISB 56	
gravity well projector, using Su 31, WbC 18-20			<i>Strike</i> cruiser, Loronar	GMS 39, TT 222, ISB 51	
ion cannon, Comar f-2	P&P 46		Torpedo sphere		ISB 58
ion cannon, Comar f-4	P&P 46		<i>Vibre</i> -class Assault Cruiser*	P&P 87, JA 130	
ion cannon, GenaTech Heavy.	AJ1/6 113		<i>Warrior</i> heavy assault gunship		CTD 76
missiles and proton torpedoes	R&E 127		Yevethan thrustship		CTD 95
tractor beams	R&E 127		miscellaneous:		
tractor beam, Bonadon cargo	P&P 46		<i>Ferret</i> stealth spy ship		CTD 83
starships, combat:			<i>Hajen</i> class fleet resupply vessel		CTD 78
See also, <i>Starfighters</i> and <i>Starships, civillain reference table</i>	R&E 263-264		Hapan royal conveyance, <i>Star Home</i>		CTD 49
boarding shuttles:			Plexus Drone Vessel, Imperial Intelligence		–
boarding troop shuttle, <i>Grek</i> -class	P&P 87			ISB 33	
<i>Katarn</i> -class boarding shuttle	RoE 48		<i>Prowler</i> long term spy ship		CTD 84
Pinnacle, Ulig Abaha Ltd. #2 <i>Warpod</i>	P&P 52		'Shroud' freighter, New Republic		TT 236
capital combat starships:			patrol vessels:		
assault frigate	GMS 38, RASB 57		<i>Aegis</i> -class assault shuttle		RoE 47
<i>Belarus</i> medium cruiser	CTD 73		<i>Agave</i> reconnaissance ship		CTD 76
bulk cruiser	GMS 38, TT 211, RASB 59		<i>Conqueror</i> assault ship		P&P 74
<i>Carrak</i> cruiser	GMS 38, TT 214, ISB 57		Corellian PB-950 patrol boat		P&P 81
Corellian corvette	R&E 253, SB 30, RASB 63		customs frigate, Rendili		P&P 83
Corellian gunship	TT 215, RASB 61		customs light corvette, Rendili		P&P 83
<i>Corona</i> frigate, KDY	CTD 72		customs <i>Guardian</i> cruiser	R&E 256, P&P 84	
<i>Defender</i> fighter carrier	CTD 79		<i>Firespray</i> patrol vessel		P&P 75
<i>Dreadnaught</i> , Rendili	GMS 38, TT 216, ISB 57		<i>Gamma</i> -class assault shuttle		ISB 49
<i>Dreadnaught</i> , Core Galaxy Systems	ToJ 114		GAT-12 <i>Skipray</i> Blastboat	P&P 86, ISB 50	
<i>Endurance</i> -class fighter carrier	CTD 80		Imperial <i>Adz</i> patrol destroyer		CTD 90
escort carrier, KDY	GMS 38, ISB 54		IPV-1, Sienar patrol craft	P&P 74, ISB 51	
<i>Gamma</i> -class assault shuttle	ISB 49		IR-3F Patrol Ship, Sienar F.S.		P&P 74
Hapan Battle Dragon	CTD 42		<i>Law</i> -class patrol craft, KDY		P&P 81
Hapan <i>Nova</i> Battle Cruiser	CTD 44		RX4 Trianii patrol ship		P&P 77
Interdictor cruiser, Sienar	–		troop carriers and drop ships:		
	TT 219, ISB 55, WbC 17		BR-23 Courier troop transport		RoE 49
<i>Lancer</i> class frigate	TT 220, ISB 55		drop-ship, Imperial troop Supply Pod		RoE 104
<i>Lictor</i> -class Imperial dungeon ship	DES 90		drop-ship, KDY Landing Brick		RoE 104
<i>Majestic</i> heavy cruiser	CTD 78		drop-ship, Meller & Dax	MT/191 –	
Mandalorian <i>Kiltirin</i> dungeon ship	AIR 57			RoE 105, ISB 137	
Modular taskforce cruiser, Imperial	DES 92		Incom Y-4 <i>Raptor Transport</i> *		CTD 48
Mon Calamari MC-80 Star Cruiser	–		<i>Kappa</i> -class troop shuttle, Republic F.S.		RoE 47
R&E 252, SB 36, RASB 57			<i>Kleeque</i> -class troop transport		RoE 49
Mon Calamari MC80a Star Cruiser	TT 220		<i>Lambda</i> class shuttle, Sienar F.S.		TT 237
Mon Calamari MC80b Star Cruiser*	CTD 46		<i>Mu</i> -3 shuttle, Sienar Fleet Systems		RoE 104
Mon Calamari MC90 Star Cruiser*	–		<i>Sentinel</i> -class, SFS troop carrier		MTSE 135
	DES 89, JA 132		Squad pod, troop deployment craft		RoE 48
			Troop pod, Imperial		RoE 103

starships,	civilian:	X-26 <i>StarHaul</i> , Incom space barge	P&P 60
See also, <i>starfighters</i> and <i>starships</i> , <i>combat reference table</i>	<i>R&E 263-264</i>	ZH-25 <i>Questor</i> light freighter	P&P 64, SS 45
miscellaneous:		yachts:	
asteroid hopper, Verpine	SFS 19	Luxury 3000, SoroSuub	P&P 70
astrographic charting vessel	CTD 87	Mindabaal custom pleasure yacht	P&P 71
courier ship, <i>Coruscant</i> -class	ToJ 116	<i>Starwind</i> yacht, KDY	P&P 72, SS 9
courier ship, <i>Dalaya</i> -class	ToJ 118	Stalnus	WBC 95
<i>Junker</i> scavenger medium transport	CTD 92	stealth	equipment:
mining ship, Byblos E-2	ToJ 116	disruption bubble generator	RoE 44, GPG 96
orbital interface transport, V-wing	DES 115	<i>DimSim</i> personal holo-projector	GPG 107
Qella seedship	CTD 93-95	flesh camouflage	FT 95
shieldship, Republic Engineering*	TT 239	heat pod	FT 61
sun jammer	FT 90	jammer pack	RoE 43, GPG 89
tug, <i>Cuirilla-Raye Xylines</i> -class	P&P 56	sensor no show	RoE 44
passenger	liners:	sensor scrambler	RoE 44
luxury liner, Shobquix Yards	SB 48	shadowsuit, anti-sensor clothing	RoE 34
scout	vessels:	sound bubble	FT 46
A-24 <i>Sleuth</i> , Incom	WBC 81	starship stealth (see <i>starship equipment</i>)	
<i>Explorer</i> scout ship, Incom	WBC 58	Stokhli spray sticks	TT 194
<i>Lone Scout-A</i> , Sienar F.S.	R&E 256	Storm Commandos	GG9 27
<i>Vaya</i> -class scout ship	ToJ 115	Stormtroopers SB 104-108, ISB 44-48, RoE 97-102	
Z-10 <i>Seeker</i> , Starfield Industries	P&P 63, SS 13	Aquatic Assault Stormtrooper	RoE 99, ISB 47
shuttles:		Cold Assault Stormtroopers	SB 105, ISB 47, RoE 99
<i>Felpajh 10A</i> sub-orbital luxury shuttle	FT 17	Dark riders	WH 74
<i>Lambda</i> class shuttle, Sienar F.S.	TT 237	Desert Assault Stormtroopers	RoE 99
<i>Mu-3</i> shuttle, Sienar Fleet Systems	RoE 104	New Republic era*	TT 69
<i>Poranji Orbital Jumper</i>	CTD 86	Radiation Zone Assault Troopers	–
<i>Svelte</i> class Imperial shuttle*	JA 129		RoE 101, GG9 27
transports and freighters:		Scout Stormtroopers	SB 107, ISB 48, RoE 100
Action IV bulk transport.	SB 45	Standard	ISB 46, SB 104, RoE 98
Action V, bulk transport.	TT 232, P&P 68	Storm Commandos	GG9 27
<i>Barloz</i> -class medium freighter	SS 53	Veterans	WH 95
CE-2 light transport, Corellian E.C.	P&P 66	Zero-G Stormtroopers	SB 106, ISB 48, RoE 100
Corellian HT-2200 medium freighter	SS 49	Sullustans, species statistics	R&E 216, SB 80, AE 147
Corellian YT-1210 light freighter	P&P 60	<i>Sun Crusher</i> , The	JA 66
Corellian YT-1300 light freighter	R&E 254	supply and demand	GG6 94
Corellian YT-2400 light freighter	P&P 61, SS 17	suppression fire	RoE 58
Corellian XS-800 light freighter	SS 21	surprise (in combat)	R&E 96
Etti Lighter, medium freighter	P&P 79	survival	equipment:
Gallofree Yards medium transport	SB 48	animal excluder	GPG 79
Ghtroc Industries 580 light freighter	AIR 70	anti-insect canister	AJ1/6 241, GPG 79
Ghtroc Industries 720 light freighter	R&E 256	automap	GPG 80
Gymsnor-3 CorelliSpace light freighter	P&P 62	bubble cloak	FT 42
Hyrotil <i>Crescent</i> -class transport	SS 25	camouflage poncho	RoE 33
Imperial Armoured Transport (medium)	P&P 68	dehydrated food pack	GPG 80
Ithullian ore hauler	ToJ 114	distress beacon	FT 65
Kazellis light freighter	SS 29	emergency Inflation shelter	FT 65
Lantillian short hauler	SS 5	energy capacitor	FT 65
Mon Calamari <i>DeepWater</i> -class freighter	SS 61	excluder device, animal excluder	AJ1/6 242
<i>Nestt</i> -class light freighter, SoroSuub	WbC 35	food analyser	FT 65
Nova-Drive 3-Z freighter	SS 33	gyro grappler	GPG 81
Rendilli-Surron Starlight Freigher	SS 37	line master TLG	GPG 81
Super Transport XI, large container ship	SB 46	luma flare	RoE 70, GPG 81
Surronian L-19 light freighter	SS 57	Mon Cal organic gill	WH 53, GPG 76, JA 140
Suwantek Systems TL-1800 transport	SS 41	multi-environment shelter	RoE 39
W-23 Space barge, Incom	TT 230	navigation/direction finder	FT 67
X-23 <i>StarWorker</i> , Incom space barge	SB 38	radiation deflection badge	RoE 33
		ration concentrates	RoE 32

scout's survival pack	AJ1/6 240, GPG 82	portable plasma cutter	GPG 99
survival suit, <i>Versatex</i>	FT 57	repulsorlift grappling gun	FT 55
<i>thinsuit</i> , lightweight survival suit	RoE 33	system diagnostic filter	FT 18
water purifier	FT 67	universal power adapter	FT 33
water purifying canteen	RoE 32	Tount, Governor Serdif	WBC 23
swoop	gangs:	tracking	devices:
Bloodsniffers	GG9 69	Imperial XX-23 S-thread tracker	CRFG 62
Gizz's Gang	SoE 55	personal tracking devices	CRFG 21
Knights	GG9 67	personal transponder, zZip Concepts	FT 36
Rabid Mynocks	AJ1/6 177	trade:	
Skulls	GG9 66	<i>Bargain</i> (bulk purchases)	GG6 17
Spiders	AJ1/6 185	black market	GG6 19-23
swoops (see <i>vehicles: swoops</i>)		price modification table	GG6 91
Syn, Andov	WBC 26	<i>Streetwise</i> modifiers for contacting	GG6 93
synoptic teacher	FT 47	supply and demand table	GG6 94
syntherope	R&E 228, RoE 36	tech levels and trade	GG6 14
T			
tactics		and Imperial law	GG6 46, GMS 54
A-wing slash	TT 248	and CSA codes	P&P 77
capital ship maneuvers	RASB 54	Trandoshans, species statistics	MTSE 62
<i>Covert Shroud</i> gambit (dodging a tractor beam)	TT 80	<i>Transliterator</i> language interpretation unit	FT 47
<i>The Cracken Twist</i>	TT 243	transponder codes	R&E 121, CRFG 58
crossing terrain	RoE 29	false	R&E 121, CRFG 60-61
ground combat	RASB 92-95	transponder codes:	CRFG 58
pirate	P&P 16	adding	CRFG 60
securing a zone	RoE 24	removing	CRFG 61
screen formation (protect vessels)	TT 246	transport, cost of passage	SB 47
starfighter	RASB 72-82	transport container sizes	SB 47
unit formatios	RoE 25	travel	times:
walker	WbC 13-14	sublight	R&E 116, GMS 63
Tantor	WBC 29	hyperspace	R&E 119
Tark, Moxin	WBC 27	Trell'yar	WBC 76
Tarkin, Grand Moff	MTSE 46	Trianii, species statistics	AE 157
Tatooine (see also <i>planets</i>)	R&E 262	Trianii Rangers, the	P&P 77
Tauntaun (arctic omnivore)	R&E 222, SB 92	Tulvarees, species statistics	WBC 86
technology levels	GG6 14	Tusken Raiders, species statistics	SB 80
Teefive Geethree (T5-G3)	WBC 93-94	Twi'leks, species statistics	R&E 216, SB 82, AE 160
Tembon, Gaor	WBC 34	head tails	SB 83
Tepine, Qell	WBC 65	U, V	
thermal detonator (also see <i>explosives</i>)	–	Ubese, species statistics	SoE 99, AE 162
	RoE 70, R&E 233, ISB 123	Ubiqtorate, the (see <i>Imperial Intelligence</i>)	
Thermal well (also see <i>explosives</i>)	RoE 70	Ugnaughts, species statistics	MTSE 105
Thrawn, Grand Admiral*	TT 61	Ukians, species statistics	TT 150, AE 163
campaign outline	TT 8-15	ultrasonic sighting system	FT 79
TIE fighters, (see <i>starfighters</i>)	SB 25-28	Universal Energy Cage	DES 123
different models	SB 26	Uurk, Lawkeeper	ND 88
typical fighter wing	SB 29	Vader, Darth	SB 141
Tiraan, Gen	WBC 91	vehicles:	
Too-Onetofour (2-124), Justice Droid	WBC 55	airbarge, gas prospector's	JA 136
tools:		aquatic	vehicles:
battering ram	FT 57	<i>Amphibion</i> , SedriMotors	DES 121
blaster repair kit	FT 79	AT-AT Swimmer	BGS 33
droid customisation kit	FT 25	explorer submergible, Hydrospeare Corp	–
fusion cutter	FT 55, GPG 98		CRFG 45
laser welder	FT 55	Hydrobike	ND 31
micro-fusion reactor	FT 55	Mon Calamari utility sub	JA 138
		submarine, Urukaab (Mod.)	RoE 50
		submersible explorer, Mon Cal	WH 53

waveskimmer BGS 8, DES 121
 EVA pod FT 54
 groundborer, Akin-Dower ToJ 118
 ground vehicles:
 CAV, Nen-Carvon PX-10 ISB 70
Juggernaut, KDY heavy assault vehicle ISB 69
 Mobile Command Base, Nen-Carvon ISB 71
 sandcrawlers, Jawa MTSE 157
 wheelbike AJ1/6 208
 Hover vehicles:
 Columi mental hover pod FT 86
Hoverscout, Mekuun TT 206, ISB 78
 Hutt floater DES 120
 methane sifter FT 15
 mineral extractor FT 55
 Mole Miner TT 206
 paragliders:
 combat RoE 51, GPG 67
 Imperial Sky Swooper RoE 105, CRFG 44
 para-wing glider RoE 52
 microweight glider RoE 53, FT 15
 recreational RoE 51, SoE 114
 speeders:
 airspeeder, Rebel Alliance combat –
 R&E 244, RASB 113
 airspeeder, *Guardian* patrol ship DES 117
 airspeeder, Incom T-47 SB 60
 airspeeder, Incom T-471 R&E 244
 airspeeder, *PubTans Flitter* SoE 116
 airspeeder, Slayn & Korpil V-wing* DES 116
 airspeeder, Uulshos *Storm Skimmer* DES 118
 assault vehicles, *Chariot LAV* TT 203, ISB 77
 assault vehicles, *Floating Fortress* ISB 72
 assault vehicles, *Freerunner* –
 GMS 43, RoE 50, RASB 105
 assault vehicle, Alliance ULAV –
 RASB 104
 assault vehicle, TIE tank DES 118
 baggage cart FT 64
 cloud car, Bespin Motors R&E 244
 cloud car, Ubrikkian *Talon I* Combat TT 205
 grav-ball sport lifter FT 50
Heavy Tracker, Mekuun RASB 107, GMS 43
 hover shopper FT 13
 landspeeder, Caelli-Merced *Sandpopper* BSS 76
 landspeeder, *Hyperfoil 1000* FT 14
 landspeeder, Rebel Arrow-23 RASB 111
 landspeeder *Sentinel*, TaggeCo. FT 17
 landspeeder, SoroSuub OP-5 TT 206
 landspeeder, SoroSuub XP-38 SB 59
 landspeeder, SS X-34 (Luke's) MTSE 160
 landspeeder, Ubrikkian Z004 R&E 242
 landspeeder, zZip Concepts FT 14
 prisoner transport, Aratech JX-09 JA 128
 repulsorlift disk CRFG 42
 sail barge, Eleaor *Twilight Sailer* ToJ 119
 sail barge, Gefferon *Eclipse* R&E 245
 skiff, Alliance modified *Drogue* RoE 50

skiff, Ubrikkian *SuperHaul II* R&E 245
 skiff, Ubrikkian, *Bantha II* SB 63
 skiff, Ubrikkian VX6 transport TT 208
 skiff, Ubrikkian Personnel IV –
 GMS 45, RASB 111
 speeder truck TT 208
 speeder bikes:
 Alliance modified *Overracer* –
 RoE 50, RASB 108
 Aratech 74-Z military SB 64
 Ikas-Ando *Nightfalcon* R&E 243
 Ikas-Ando *Starhawk* SB 65
 Ikas-Ando XP-2000 *Black Raptor* WH 69
 Ikas-Ando XR-10 (mod.) WH 75
 Imperial Repulsorlift Sled GMS 43, ISB 71
 swoops:
 jury rigging P&P 51
 Kuat Vehicles P&P 50
 Mobquet *Flare-S* SoE 116, P&P 50
 Mobquet *Nebulon-Q* SB 65, P&P 49
Starslinger prototype AJ1/6 180
Siderider swoop (1 passenger) AJ1/6 184
Sky slicer FT 52
 Ubrikkian *Skybird* R&E 243
 walkers:
*slave-rigging** WbC 11
 AT-AT R&E 242, SB 66
 AT-PT TT 203, AIR 49
 AT-ST R&E 241, SB 68
 Espo Walker AIR 49
 gladiator, zZip Concepts FT 49
 MT-AT 'Spider Walker' JA 136
 Vek, Tendler ND 43
 Vergine, species statistics TT 151, GG4 91
 vibro weapons (see *melee weapons*)
 Vindim, Bom WBC 32
 Vodrans, species statistics GG12 90
 Vox ND 75
 Vultans, species statistics ToJ 103

W

weapons:

(see *ranged weapons, melee weapons, starship weapons, grenades and explosives*)

damaging R&E 95
 maintenance (optional rule) RoE 45
 accessories:
 blaster power packs RoE 67
 blaster gas canister RoE 67
 blaster repair kit FT 79
 clip re-charger FT 79
 electronic blaster sighting system GPG 88
 explosive slugs RoE 67, CRFG 71
 sighting macroscope RoE 41
 silencer, Merr-Sonn RoE 62
 sonic targeting system FT 80

slugs	RoE 67
targeting board	FT 79
Weequays, species statistics	GG12 92
Whills, journal of	SW2E 126
Winter	JA 13
Woernn , Laerron	WBC 38
Woernn's Asteroid	WBC 39
Woernn's Pirates	WBC 40
Woernn's Shuttle	WBC 40
Wookies, species statistics	R&E 216, SB 84
customs of	SB 85
World Devastators	DES 107-114

X, Y, Z

X-wing, (see <i>Starfighters</i>)	R&E 249, SB 19, RASB 86
Xisor, Prince	SoE 32
Y-wing, (see <i>Starfighters</i>)	R&E 249 SB 18, RASB 83
Yavin, battle of	SW2E 128
Yevethans, species statistics	CTD 65-67, AE 174
Yoda	SB 137
Zero-G Stormtroopers	SB 106